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Déjà Vu
The Immortal
And More!

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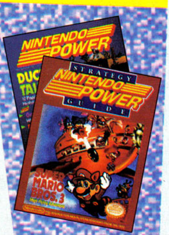

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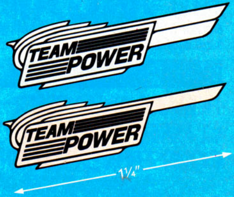

POWERLINE

Welcome to a new year of Nintendo Power! We have great features, reviews, tips and news in store for you, so get set for Mega-powerful fun! If you've been a subscriber since the early days of Power, you already know about the great maps and strategies you'll find in every issue—and now you'll get them every month!

New subscribers, you can look forward to getting in on the inside information you've been missing. With Nintendo Power by your side, you'll see how easy it is to make sense of the mind-boggling, super-complex games out there!

So settle in and buckle up—this issue is packed with surprises!

●Talk about miracles! Now anyone can learn to play the piano using the Miracle Piano Teaching System. It's an absolutely awesome new package that includes a special Game Pak and an electronic musical keyboard. Check it out! See the feature that begins on page 74.

●Tired of tech-heads throwing around terms that are totally foreign? Read the special feature on page 28 to learn how game memory really works, in straight-forward, no-nonsense terms. The report leaks the latest on Nintendo of Japan's 16-bit technology, with details about the Super Famicom and its incredible graphics.

●Featured this month: Mega Man's back in the eagerly awaited Mega Man III. This time, he's joined by a canine cohort capable of amazing contortions.

●Curious by nature? Unravel the clues and discover secrets to solve the many mysteries of Déjà Vu. It's all-new . . . or is it?

●Get a new perspective on game play with The Immortal. Its outstanding animation adds a whole new dimension to role playing!

●So what else is new? The NES New Kids, of course. Be sure to read this month's celebrity profile: The New Kids on the Block talk game play and tell all about the game they'll star in.

●Get started now on these and the other great articles in this issue—before you know it, next month's issue will be here!

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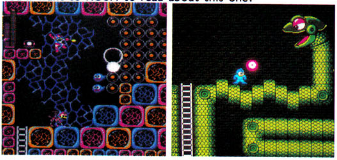

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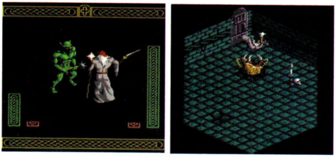

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Player's Pulse

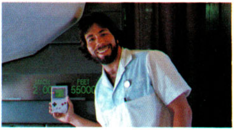
MAIL BOX

Game Boy gets around!

September's Mailbox put out the call for letters from globe-trotting game players, and we got them from far and wide. It's obvious that portable power is an international hit! Everybody likes cruisin' with Game Boy.

SKY HIGH SCORES

This is to update you on a couple of my recent Game Boy Tetris scores. On July 8th I achieved a score of 404,599 with 200 lines while flying at mach 2 and 53,000 feet in the Concorde between London and New York. This was my first score in excess of 400,000. In one sense, it will always be one of the "higher" Tetris scores ever—53,000 feet high!



Wozniak gets his high score on film with the Concorde's stats behind him. Seeing is believing!

My first score in excess of 500,000 was 507,110 on July 26th, even though I had only 167 lines. Photographs of both scores are enclosed. I will write again when I score 600,000.

Steve "Mr. T" Wozniak
Los Gatos, CA

P.S. My "lines" record is 202.

Talk about high scores! Ingenious Apple-man and Video Ace, "The Woz," alias Mr. T, topped November's NES Achievers list with his amazing Tetris total.

VOLGA BOATMAN

If you want to hear about a fantastic trip with Game Boy, listen up. Last summer I went to Russia. I went on a cruise down the Volga River. We started in Moscow and went to a bunch of places between there and Cazahov.

I had my birthday while I was there, but my parents couldn't find anything for a gift. Then they met a couple on the boat who had two Game Boys, one for themselves and one for their 23-year-old son. My parents bought one from them and gave it to me for my birthday. Tetris was the only game we had, but Russian kids and adults alike loved it! My mom also grabs it every chance she gets.

I am the best in my neighborhood. I can get 129 lines and thousands of points. I speak for Soviets and Americans both: Game Boy is great! Thanks!

Nick Haigh
Plano, TX

Robbie, Nick and Jim Haigh pose in front of St. Basil's Cathedral in Moscow.

A PORTABLE USO

When my husband went to Saudi Arabia in September as part of Operation Desert Shield, he took my son's Game Boy and three games with him.

My son's Game Boy got the workout of its life! The troops spent a lot of time in the desert just waiting around. They said that playing Game Boy was a great way to pass the time.

Patty Monroe
Shalimar, FL

The Monroe Family: John, Patty, Brent, Jason and Ryan

Game Boy isn't the only portable power around. Snap some shots of yourself and Nintendo Power at a monumental point. Atop the Space Needle? The Empire State Building? Mt. Everest? The sky's the limit! Send us the best!

Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

THE SUPER THETA CHI BROS.

I am 20 years old and a member of Theta Chi Fraternity at Eastern Michigan University and I'm writing to tell you about one of our spring breaks. In March two of my fraternity brothers and I decided to drive to South Padre Island, which is in the Gulf of Mexico off the southern tip of Texas. It took us a little over 20 hours to get there driving straight through. The Game Boy came in really handy in passing the time on the way there and back, but that's only the beginning.

When we arrived, about 14 of our fraternity members were already there. We ended up spending about half of our time playing Game Boy in our hotel room! Tetris and Super Mario Land were the big hits that drained our vacation time.

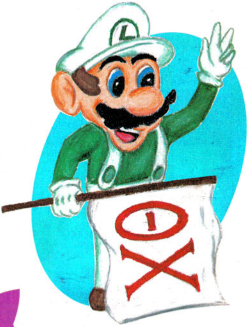
The Wild Boys of Theta Chi

The humor in this is that even though the weather was nice and the girls were gorgeous, we still spent a lot of our vacation playing Game Boy. It just goes to show that you don't have to take a vacation to have a great time. Next time, just pull out the old Game Boy and save some money!

Mark Preston
Ypsilanti, MI

P.S. Since Luigi doesn't get much recognition, we're making him an honorary Theta Chi. As you can see, he's very happy!

We're seriously worried about you guys. Game Boy also works OUTSIDE.



VIDEO SPOTLIGHT

I am president of a club that goes by N.E.S.A. Our motto is "That was easy." The other members and I are 17, and all together, we have finished more than 150 games.

Members Jason and Daniel have Game Boys that we play through big speakers during lunch—the teachers love that! I've gone as far as hooking Game Boy up to a guitar amplifier. At first it sounded pretty obnoxious, but after a few adjustments, it sounded awesome. Sometimes we get together at a member's house and hook the NES up to a stereo. Some of the games I've finished are Dragon Warrior, Final Fantasy, Shadowgate, Snake's Revenge, Ninja Gaiden, The Guardian Legend, and Ultima.

Members (left to right) T.C. Christensen, Matthew Nielsen, Adam Talbot, Dan DeSpain, Jason Nielsen.

I've videotaped most of my game endings so I can see them and show them to my friends without spending mega-hours completing them again. I also taped the cinema scenes and exciting conclusion to make my own "Ninja Gaiden—The Movie."

I love playing my NES, but it doesn't take over my life. My first love is beating percussion, and I've even won some soloist awards at jazz festivals.

A tip for Final Fantasy: Some weapons and armor have magical powers; be sure to take advantage of them.

T.C. Christensen, Agent 2112
Midway, Utah

MEGA MAN III™

With a blast of blue energy and bundle of new gadgets, the mighty mechanical hero, Mega Man, has burst onto the scene once again. Diabolical Dr. Wily appears to have joined forces with Mega Man's creator, Dr. Light. He has proposed to build, of all things, a giant peace-keeping robot! Elements from eight worlds are needed to complete the invention and it's Mega Man's job to see that those worlds are conquered.

GAME PAK · DATA BOX	
MEGA MAN III	
MFG CAPCOM	
MEMORY	2M×1M MMC3
POWER METER	
Graphics & Sound	4.5
Play Control	4.2
Challenge & Lasting Int.	4.2
Theme & Fun	4.0

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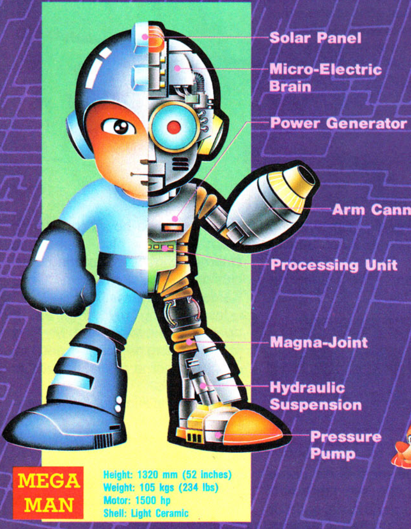
Rush the Robodog To The Rescue

To get out of impossible jams, Mega Man can call on his new pal, Rush. Ultimately, Rush, can assume 3 different forms.

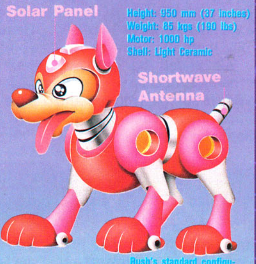

Solar Panel
Micro-Electric Brain
Power Generator
Arm Cannon
Processing Unit
Magna-Joint
Hydraulic Suspension
Pressure Pump

MEGA MAN

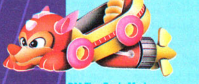
Height: 1320 mm (52 inches)
Weight: 105 kgs (234 lbs)
Motor: 1500 hp
Shell: Light Ceramic

RUSH

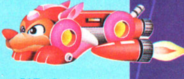
Height: 950 mm (37 inches)
Weight: 85 kgs (190 lbs)
Motor: 1000 hp
Shell: Light Ceramic


Solar Panel
Shortwave Antenna

Rush's standard configuration, the Rush Coil, sends Mega Man soaring into the air 4 times higher than his normal jump height.



RM-The Rush Marine speeds through underwater sections at 80 km per hour (148 mph).

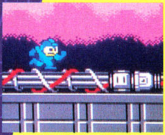


RJ-The Rush Jet blasts off at 300 km per hour (556 mph).

Mega Man Moves

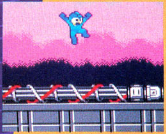
Dr. Light's design allows Mega Man maximum maneuverability.

RUNNING



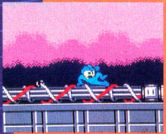
This mechanical wonder can keep up with any robot runner.

JUMPING

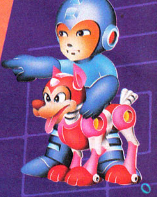


Pressure Pumps and super suspension let Mega Man bound over obstacles.

SLIDING

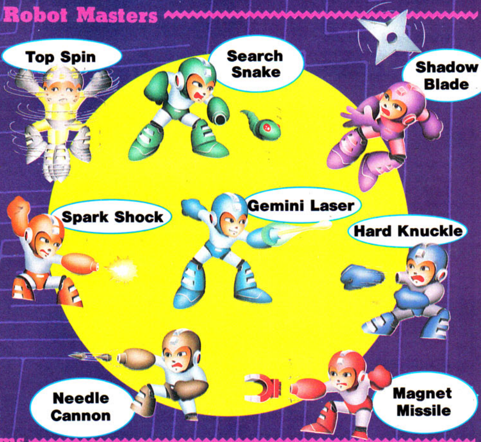


For extra speed and squeezability, Mega Man slides into tight areas.



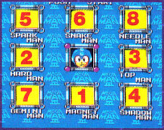
Earn The Powers of the Robot Masters

As Mega Man conquers the eight mining planets and makes them safe for exploration, he will learn the abilities of the planets' Robot Masters. All of these powers will be useful later in Mega Man's journey.


Top Spin
Search Snake
Shadow Blade
Spark Shock
Gemini Laser
Hard Knuckle
Needle Cannon
Magnet Missile

Do It By The Numbers

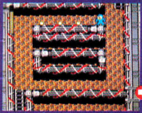
Some Robot leaders should be toppled before others. Here's a suggested order of completion.

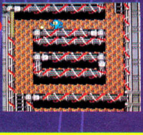

5
SPARK MAN
6
SNAKE MAN
8
NEEDLE MAN
2
HARD MAN
3
TOP MAN
7
GEMINI MAN
1
MAGNET MAN
4
SHADOW MAN

The numbers show the order of stages covered in this review.

Power-Up With Special Items

Scattered throughout the Mining Planets are items that will refill Mega Man's Reserve Energy and ready him for the challenges ahead. Some Power-Up items also appear after enemies are defeated. Collect them when reserves are low and blast enemies when you can to uncover even more items.





Power-up items can be found in some sections of the planets. Pick them up along the way.

- **Energy Pellet**
- **Power Pellet**
- **1-Up**
- **Energy Tank**
- **Surprise Box**

ATTENTION!

Here are a couple of things to keep in mind while you're planet hopping:

Practice Up

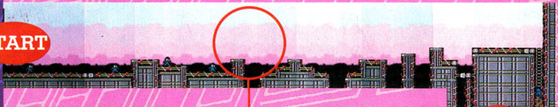
Since this is Mega Man's third adventure, it'll help to practice with the first two.

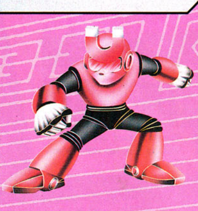
Pick Up The Password

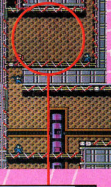
When you complete stages, take down the Passwords and keep them for future reference.

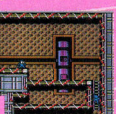
MAGNET MAN STAGE

The underground cavern of Magnet Man is littered with mechanical creatures that have special attractions. Keep an eye on them and work against their polarity to avoid being pulled off balance. Keep hopping and watch your step!



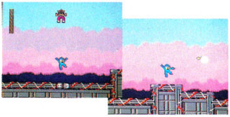






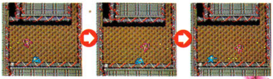
Magnet Fly Mania

The Magnet Flies pull Mega Man upward with a powerful magnetic force and carry him away. Move him left and right to break free, but make sure that he's over solid ground. There are a lot of bottomless pits in the vicinity.

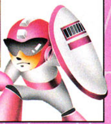


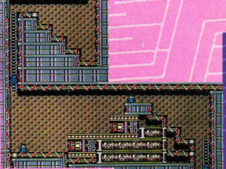
A Mysterious Encounter

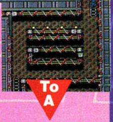
The mysterious Break Man means no real harm, although his weapon is real enough. He seems to want to train Mega Man for more formidable opponents. When he's had enough, he'll move on and open the passage.



Slide under Break Man as he jumps toward you and fire at him from behind. You'll encounter him later.

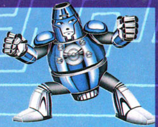






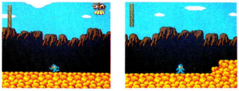
HARD MAN STAGE

Fight through the rocky Hard Man Stage with as much power as you can muster. There's some heavy machinery there.



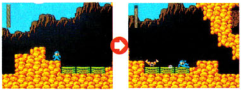
Scroll Away The Enemy

The Big Bee flies onto the screen from left to right and unloads an attack of 5 smaller Bumble Bees. Wait until it gets to the right edge of the screen and move to the left so that the Bee scrolls right off the screen!

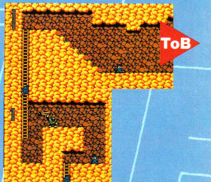


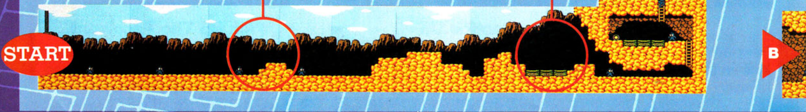
Slide Or Be Eaten

Jaws jump from the grates if you stop moving. Slide over them for an extra surge of speed and keep going. They can take a real bite out of your Energy Reserves.



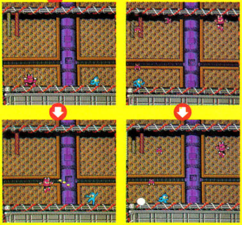
Slide over the grates to avoid the snap of the jaws.

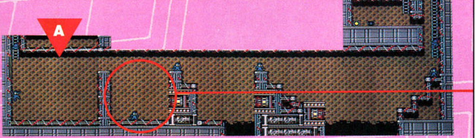




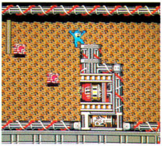
MAGNET MAN

Magnet Man has two forms of attack. Work against his awesome magnetic pull by firing when he relaxes its strength. Then slide under him and as he jumps and keep running from the Magnet Missiles.





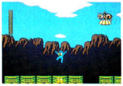
Step Lightly

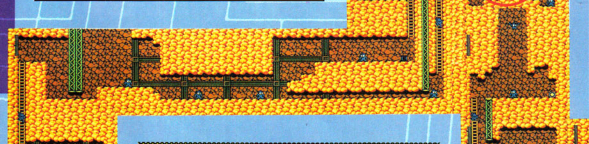


Blocks appear and disappear in a set pattern. Study the pattern closely. Then jump from one block to the next, keeping in mind where the blocks will appear next.

Double Trouble

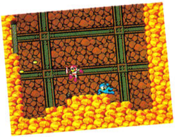
Jaws and Bees both threaten with sharp attacks in this area. You can scroll the Bee away, though, just as you did in the beginning of the stage, by sliding to the fifth grate and then sliding back to the left. You'll never see the Bee again. Then jump and slide past the Jaws.





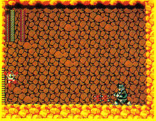
Break Man Again!

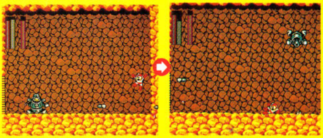
Break Man's appearance in the Hard Man Stage happens in an area with a center platform. Slide to the opposite side and fire through the platform to fight off his attack.



HARD MAN

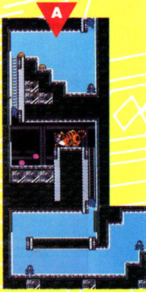
The Hard Knuckles come two at a time and bounce off the walls in your battle with the big man. Hit him with Magnet Missiles before he fires. Then jump over the Knuckles. When he leaps, run in the opposite direction and get ready for the ground to shake.

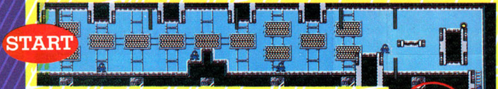


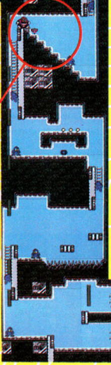


TOP MAN STAGE

Tough enemies and tricky jumps are abundant in the dizzying Top Man Stage. In this world, and think out every section. This is one world the road to the Robot Master is more challenging than the fight itself.

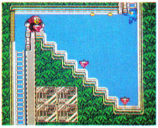






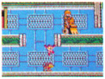
Get The Right Angle

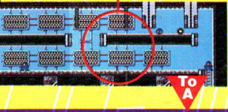
The Top Dispenser at the top of the stairs will have the advantage if you fall to the bottom of the screen. Before you drop, hang onto the last rung of the ladder and fire from there. You'll be angled just right to hit him.



Hop To It

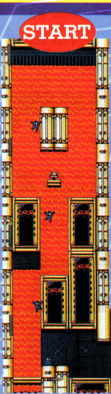
The Pickle Dozer paces on the platform. Use the Rush Coil to jump up to the level of the Dozer as it faces to the right. Then surprise it with a barrage from your Cannon. When you beat the Dozer, you'll clear the way to a 1-Up and an Energy Pellet.

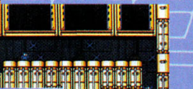


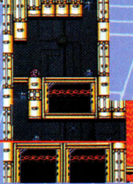


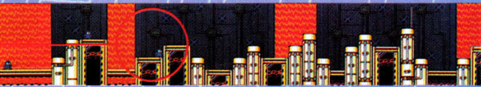
SHADOW MAN STAGE

After the initial drop, the Shadow Man stage features a long horizontal passage with relatively weak enemies. Try to conserve your energy for the final fight with the Robot Master.



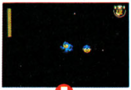


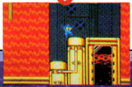




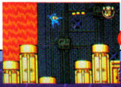
Keep The Lights On

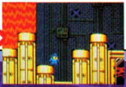
Holograms make the rest of the world go dark. Double back as soon as you see them. Once they're off the screen, they'll disappear for good.

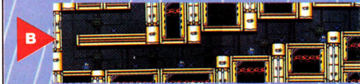




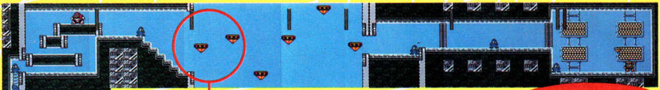
Face the last Hologram with a spray from your Cannon. If you connect with three shots, it'll disappear and the lights will stay on.

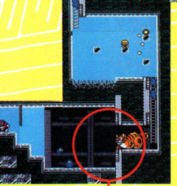






MEGA MAN III

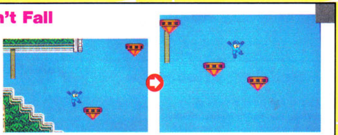




TOP MAN!

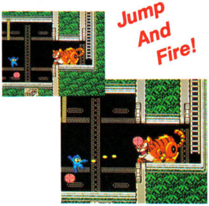
Don't Panic And You Won't Fall

The Spinning Tops are not as tricky as they look. Mega Man will spin out to the edge while he's standing on them, but he won't fall unless you over-correct. Take it easy and jump to the next Top when it's even with, or lower than, Mega Man. You're almost to the end!



Bobcat Bounce

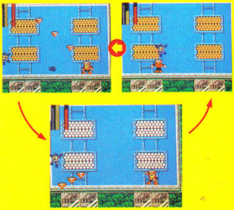
The Bobcat releases two Balls. Jump over them and pelt the Bobcat with Cannon fire. You should be able to clear the way after two or three sprays from the Cannon.

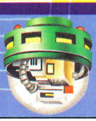


Jump And Fire!

TOP MAN

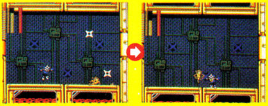
Top Man attacks with a simple pattern. First, he throws three Tops into the air which stop and converge where Mega Man is standing. Then he spins and charges. Send out the Hard Knuckle and avoid the Tops. Then, leap over the fiend as he approaches. You'll topple Top Man in no time.





SHADOW MAN

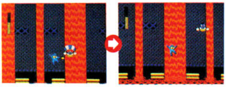
The best way to quiet Shadow Man is to hit him with Top Spin. If you don't have it, you'll have a hard time with his power and speed. Switch to Top Spin and as Shadow Man slides, spin 'til he's history.

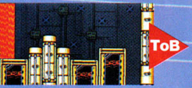


When you take on Shadow Man, use Top Spin. Four direct Top Spin hits will beat him.

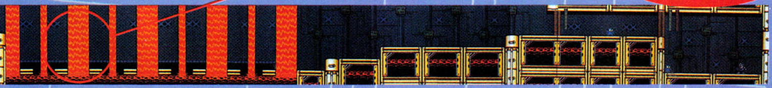
Avoid Surprise Attacks

Parachutes drop from above in this area. They could cause trouble if you're caught in mid-air. Wait on the edge of each platform and defeat the Parachutes before you jump the gaps. You'll knock them out of the sky before they can return the favor.



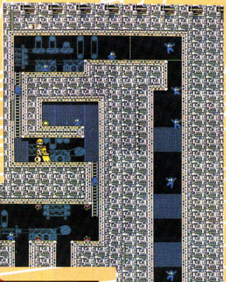


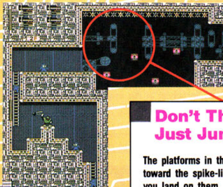
SHADOW MAN!

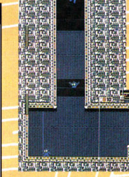


SPARK MAN STAGE

With the exception of the electrically charged traps which are unique to the Spark Man Stage, this world features enemies that you have seen the likes of before. Take 'em one at a time.

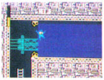






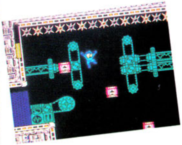
Wait For A Recharge

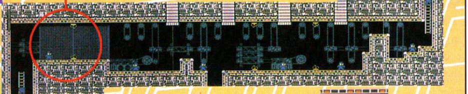
After letting loose a surge of current, the moving electric shockers take a moment to recharge. Make your move as the shockers slide toward you.

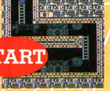


Don't Think, Just Jump!

The platforms in this area rocket toward the spike-lined ceiling when you land on them. As soon as they take you to the right height, jump!





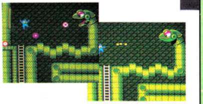


SNAKE MAN STAGE

The eccentric Snake Man has lined the underground areas of his stage with green scales and fireball spitting, mechanical snake heads.

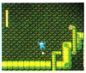
Over And Under

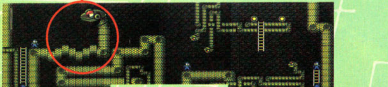
Three-Fireball attacks are the specialty of the Big Snake. Start on the far left and jump to the right up and over the first two Fireballs as you're unloading the Arm Cannon. You'll come down as the third shot just clears your head. Move to the left again and repeat.

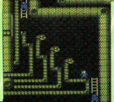


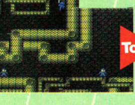
Come Out Shooting

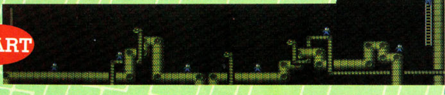
As soon as you enter the area, the snakes start firing. Jump in and spray them with shots from the Arm Cannon. Two hits will get them. If you fire rapidly, you may be able to knock out two snakes with one barrage.



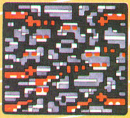


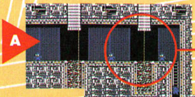




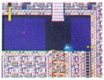


MEGA MAN III

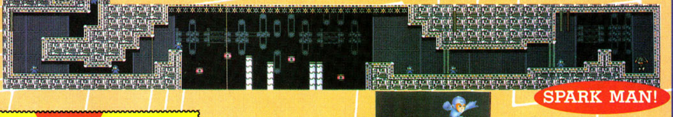




Watch for Falling Blocks

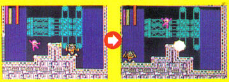


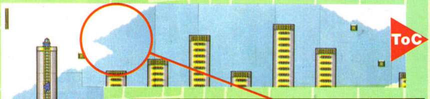
Large square blocks fall from the chutes at a steady rate. Blast them and they will often produce bonuses in the form of Energy Pellets and 1-Ups. Then collect the bonuses by sliding through before the next block falls. If you try to make a run for it, you stand to lose more than you'll gain. The slide often works as a good short and fast alternative to the run.



SPARK MAN

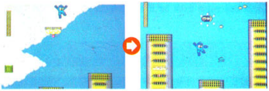
Seven shots from the Shadow Blade will knock the power out of Spark Man. Keep your distance as he sends out the small sparks and hit him as he gears up.

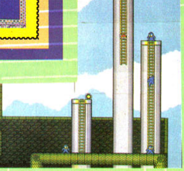


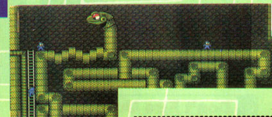


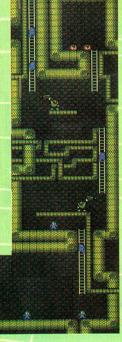
Take A Flying Leap

These platforms are much like the Tops of the Top Man Stage. They seem unstable but they won't knock you off unless you panic. Take them each to the top of the screen and then jump to the next one.



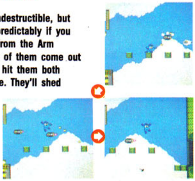






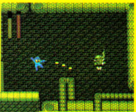
Dual Attack

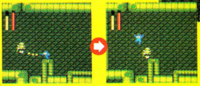
Bomb Flyers are indestructible, but they do fly more predictably if you give them a shot from the Arm Cannon. When two of them come out at once, jump and hit them both with a spray of fire. They'll shed their cloud linings and bullet toward you, making it easier for you to avoid them.



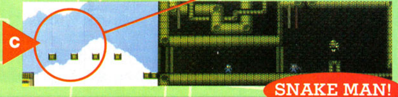
SNAKE MAN

Snake Man's most threatening attack is direct contact. Jump over or slide under him as he approaches and try to get to the other side of the screen. Then hit him with a shot from the Arm Cannon.



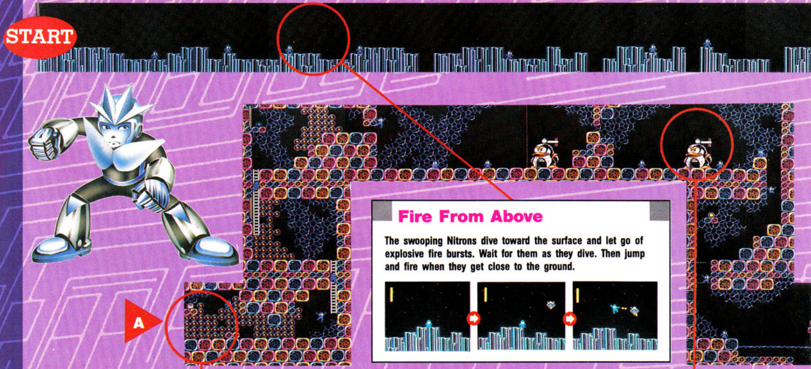


Try to stay on the side of the screen opposite Snake Man and get him with your Arm Cannon. The fact that you can shoot through the middle platform works to your advantage.



GEMINI MAN STAGE

The barrage of enemy fire on the slippery surface of the glacial Gemini Man Stage is only the tip of the iceberg when compared to what waits under the surface. The battle won't be any easier when you finally make it to the leader, either.

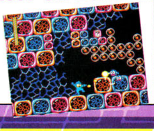


Fire From Above

The swooping Nitrons dive toward the surface and let go of explosive fire bursts. Wait for them as they dive. Then jump and fire when they get close to the ground.

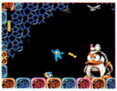
Thaw 'em Out and Shoot 'em Down

When you thaw out the Fish Eggs with your fire, the Torpedo Fish will swarm. Try not to thaw out more than you can handle at once. Then blast them for bonuses. Leave and come back for a bonus build-up.



Get Them At The Source

The Penguin Makers produce a steady flow of Bomber Penguins. Jump over the little guys as they come out and, when you're at the peak of your jump, aim for the Penguin Maker's crank. Four rapid fire showers from the Arm Cannon should send the Penguin Makers to the scrap heap.

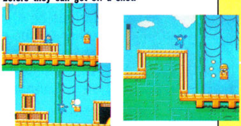


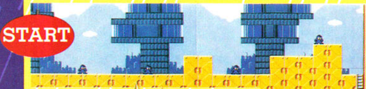
NEEDLE MAN STAGE

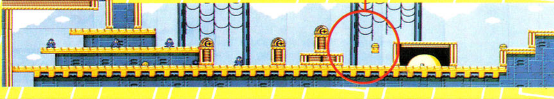
With the exception of some very challenging spike traps, the kingdom of Needle Man should be fairly simple to get through. Take it easy and beat each enemy as it comes.

Don't Fire Until You See . . .

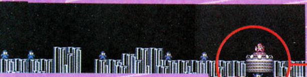
Mega Man has been fighting off Hard Hats since his first adventure. They're only vulnerable when you get close and the Hard Hat rises. Wait until you see their eyes and fire before they can get off a shot.

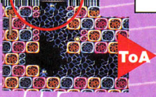






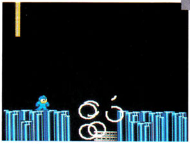
MEGA MAN III





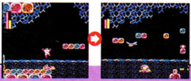
A Change of Heart

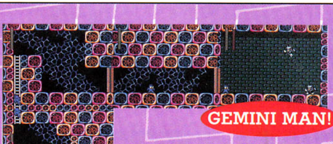
The behavior of Break Man is getting curiouser and curiouser. When he meets with you in this stage, he won't put up a fight at all. He'll simply open the way to the underground and disappear. Break Man may not mean any harm at all.

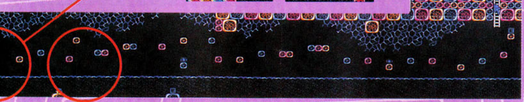


Get A Ride

If you've defeated Shadow Man, you'll have access to the Rush Marine. This underwater passage is the perfect place to demonstrate its effectiveness. Call Rush and let him give you a ride to the end. If you forget to pick up Energy Pellets along the way, the Rush Marine will run out of steam.

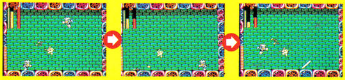






GEMINI MAN

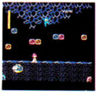
Gemini Man splits in half and circles the room. He won't fire unless you fire first. Hop and shoot.



Stay just left of center and jump over the Gemini Men as they circle. Then use Search Snake when you have a clean shot.

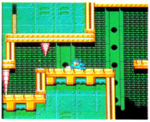
Do It The Hard Way

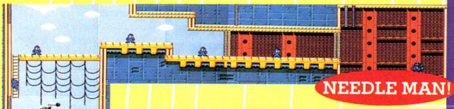
If you haven't earned the Rush Marine, or if it's out of energy, you'll still be able to traverse the waterway. Use the Rush Coil to get to the first platform, then get hopping. Jump before the Torpedoes hit and take out Dragon Flies when they get to your level.

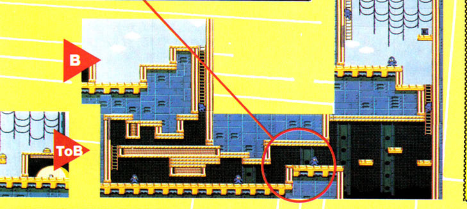


Watch For Spikes!

The Spike Traps always emerge from the surface at the same rate. Wait until the first one goes down and make a run for it. You should be able to clear them unharmed.

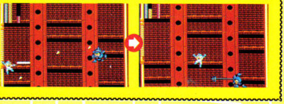






NEEDLE MAN

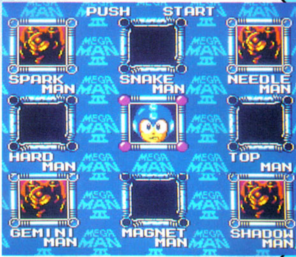
Try to stay as far from Needle Man as you possibly can and avoid the shower of Needles with quick jumps. Slide under him as he bounds towards you and hit him with the Gemini Laser. Four shots should do it.

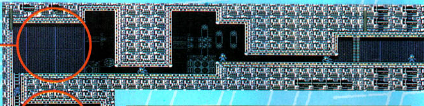


DOC ROBOT STAGE

SPARK MAN REVISITED

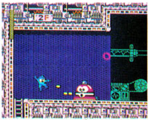
Having conquered the first eight stages, Mega Man will be charged with the powers of the Robot Masters. And just in time, as a new challenge begins. In each of four new stages, Mega Man will encounter two of the Robot Masters from his last adventure in the form of the devious Doc Robot. This should be a good indication that Dr. Wily's allegiance to Dr. Light was purely a set-up. Now Wily is trying to keep Mega Man busy so that he can build the Peace-Keeping Robot and use it for his own diabolical schemes.

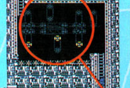




Break The Giant Spring

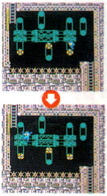
The Giant Spring sends out harmless looking but powerful Homing Missiles. Aim for the Spring first, then try to track down the Missiles and get them before they get you.

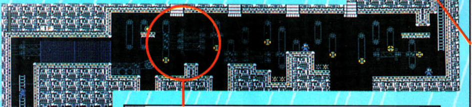




Aerial Acrobatics

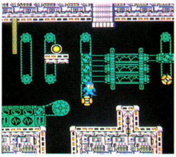
The incentive to stay on the Rollers is even stronger here. If you fall, the spikes will blast Mega Man instantly. The center Roller spins counter-clockwise and the outer Rollers spin clockwise. When you get to the center Roller, ride it from the right edge to the left edge and jump. If you time it right, you'll be able to jump far enough to land on the left Roller.

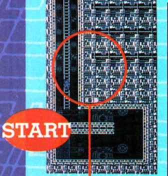


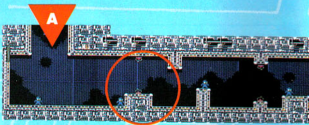


Keep Your Balance

If you watch the hubs of the Rollers closely, you'll be able to see which direction they are spinning. Hop onto them and take short hops against the spin to keep your balance. Hop off when you have a chance.

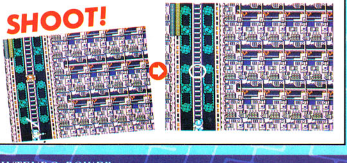






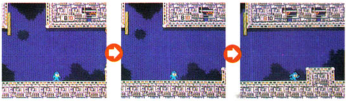
Knock The Bug Off The Ladder

While you're moving up to the next section, you'll come across a ladder-climbing creature. Use the Shadow Blade to take it out with a shot straight up or let the Gemini Laser bounce off the wall and hit it on the rebound.



Scroll Away The Sparks

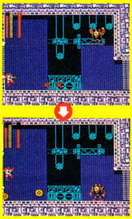
Spark Man's shocking zap traps are back. As soon as you see them appear on the right side of the screen, back up until they disappear off the edge. When you return, the traps will be gone. Scrolling away enemies is often a much better alternative to taking them on directly. By doing so, you'll be able to conserve your energy for the challenges ahead.

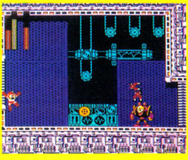


MEGA MAN III

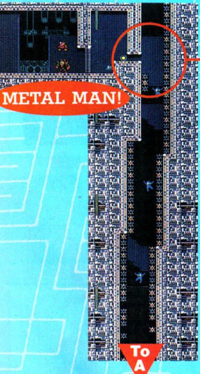
METAL MAN

Stay on the left side of the screen as you take on Doc Robot in his Metal Man guise. Leap to avoid the stream of blades and hit him with the Magnet Missiles. If you run out of Missiles, try the slower Hard Knuckle and time it so Doc Robot is on the ground when the Knuckle slides over.



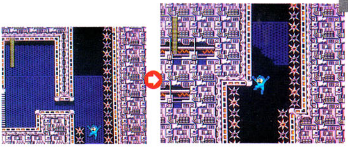


Metal Man is known for his never-ending barrage of Metal Blades. Jump to clear them and counter with Magnet Missiles or Hard Knuckles.



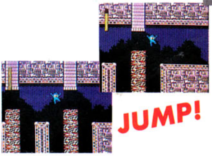
Spike Alert!

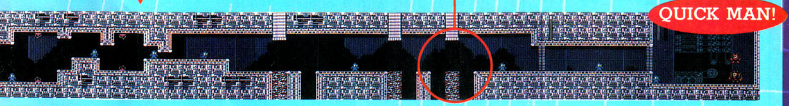
The shaft is lined with deadly spikes. Memorize the map and correct your fall so you'll stay between the spikes at all times. If you so much as graze the spikes, Mega Man will burst instantly. If you're not ready to align in mid-air, you'll never make it to the bottom.



Jump The Blocks

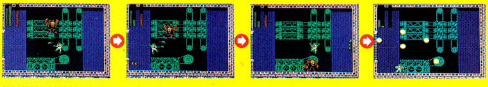
When you last saw the dropping square blocks, in the original Spark Man Stage, you were able to blast them and slide to the next side unharmed. That's impossible this time, because two of the block stacks border bottomless pits. To get to the other side without getting stomped, you should wait for the first block to fall. Then hop onto that block and hop again quickly before the next one comes down. You won't be able to earn bonuses this time, though you will escape with your life.





QUICK MAN

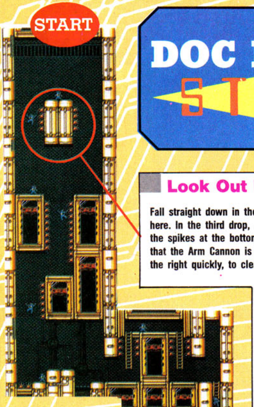
One of the most awesome enemies from Mega Man II is the incredible Quick Man. When Doc Robot takes on the abilities of this menace who lives up to his name, he'll hit Mega Man with a fast and furious attack. Make sure that Mega Man has plenty of energy and try to take Doc Robot out with the Search Snake or Gemini Laser.



DOC ROBOT STAGE

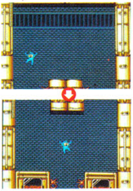
SHADOW MAN REVISITED

Dr. Wily has really made things difficult for Mega Man now. Even without enemies, this stage would be a challenge with all of its tricky obstacles. One mistake means disaster.



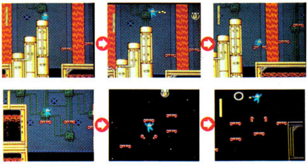
Look Out Below

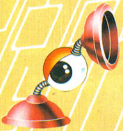
Fall straight down in the first two spike-lined drops here. In the third drop, favor the right side to avoid the spikes at the bottom. When you drop, make sure that the Arm Cannon is blazing. Defeat enemies on the right quickly, to clear the way and move on.

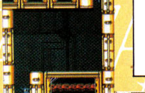


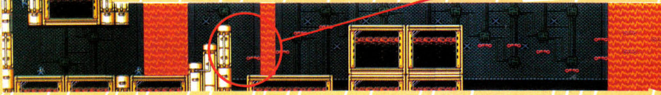
Step Quickly And Lightly

The trap door platforms won't hold Mega Man for very long. If you hesitate for even a fraction of a second, Mega Man will drop to sure doom. As soon as you land, jump to the next platform or you'll never make it. Practice on the platforms that hover over solid ground first, then try to traverse the gap. Of course, an alternative to platform hopping is the sleek Rush Jet. Watch the power gauge, though, or you'll plummet.



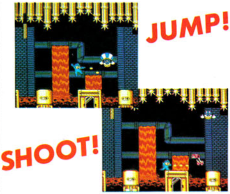






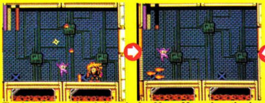
Let 'em Drop

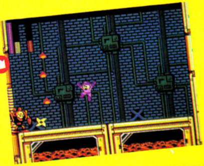
The Parachutes drop again in a hole-riddled area. Wait on the edges of the platforms until the Parachutes fall and pick them off before you attempt to jump the gaps. The Parachutes fall one or two to a platform.



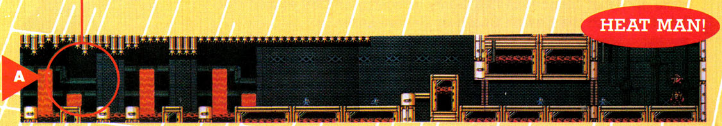
HEAT MAN

Heat Man starts by tossing three exploding bursts. Run from them, then hit Heat Man with a Shadow Blade. He'll turn into a ball of fire and blaze to the other side of the screen. Jump it and repeat the maneuver six times.

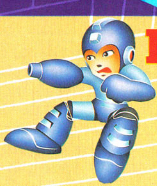




The bombs are aimed directly for Mega Man when they're thrown. Get away when they're in the air and hit Heat Man with the Shadow Blade on the run. The Top Spin also works well if you can get close enough.



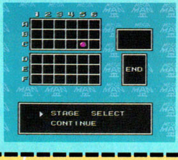
MEGA MAN III



C'MON MEGA MAN!

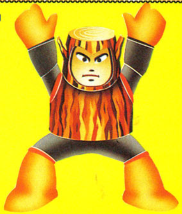
Password Power

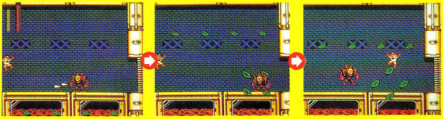
The Mega Man Password system keeps track of the stages that you've conquered and the number of Energy Tanks that you've saved. When you start the game with a saved Password you'll always begin with two Mega Men in reserve at the Stage Select screen. Passwords for Dr. Wily's hideout always let you start at the beginning of the hideout.



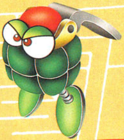
WOOD MAN

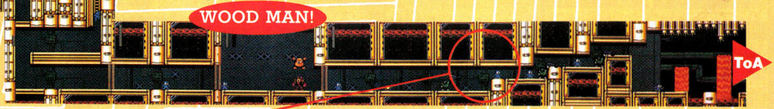
Nothing in Mega Man's arsenal can penetrate Wood Man's Leaf Shield. Avoid the falling Leaves and jump over the Leaf Shield as it flies towards you. Then counter with the Needle Cannon before Wood Man can form another Shield. He's tough!





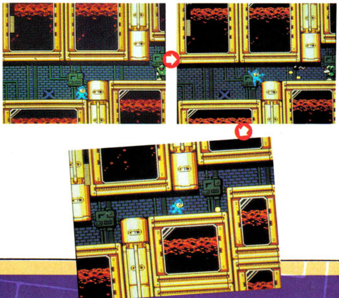
In Mega Man II, our hero could use the Crash Bomb to blast through Wood Man's Leaf Shield. This time, Mega Man has nothing that will penetrate the defensive power of the Shield.





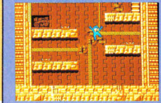
Slide And Avoid

When Hammer Joe is winding up to toss his weapon, he's invincible. Hold your fire until he lets go. Then fire and slide under the Hammer when it's in the air. If you're approaching him from above, wait for the Hammer to fly by before you drop.



The Story Thus Far

Mega Man has been on the trail of Dr. Wily for more than two years now. It may be hard to believe but Dr. Wily and Dr. Light were once good friends. Here's what has happened so far.



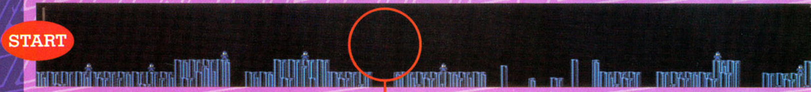
I **The original Mega Man adventure pitted Mega Man against Dr. Wily, the victim of a mind-altering accident. Wily stole Dr. Light's Robots and reprogrammed them to work for the forces of evil.**

II **After Mega Man beat Dr. Wily the first time, Wily constructed a whole new army of menacing robots with nothing short of World Domination in his sights. Fortunately, Dr. Light's unstoppable blue bomber was called upon to aid humankind.**

DOC ROBOT STAGE

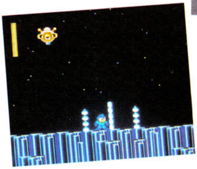
GEMINI MAN REVISITED

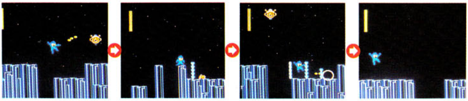
The frozen tundra of the Gemini Man Stage is even more littered with hazards in this second run through. When you come across Energy Pellets for special weapons, be sure to power up Rush's three forms. The Rush Marine will come in especially handy in this stage. Gemini Man is replaced by Flash Man and Bubble Man, two of the weakest Robot Masters from Mega Man II. Getting to them will be the real challenge.



Blaze Across The Surface

Magnetic Flies again cause trouble on the surface of the Gemini Man stage. This time, there are even more creatures in the area. If you have enough Magnet Missile power, it might serve you well to use it here. You won't have to take time to aim since the Magnet Missile seeks out enemies with its special magnetic powers.



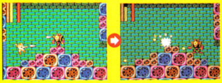


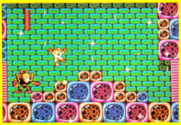
Use Special Weapons Wisely

Since you have all of the Special Weapons during these advanced stages, you should remember that you can use them for much more than taking out Robot Masters. When you come across Energy Pellets be sure to power up.

FLASH MAN

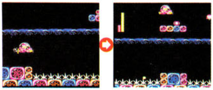
There's no guarding against Flash Man's blast because he freezes Mega Man before he fires. Try to guard against direct contact and use the Needle Cannon or Gemini Laser to knock out his energy. He won't be able to withstand more than seven hits from either weapon.

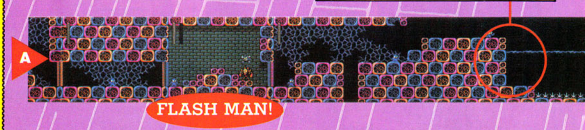




Undersea Adventure!

Use either the Rush Marine or Rush Jet to carry Mega Man over the sea floor spikes. Make sure that you collect all of the Energy Pellets to keep their motors running. The Rush Marine can even jump out of the water temporarily to collect Pellets in the air.

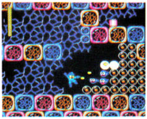




MEGA MAN III

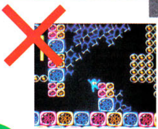
Power Up Completely

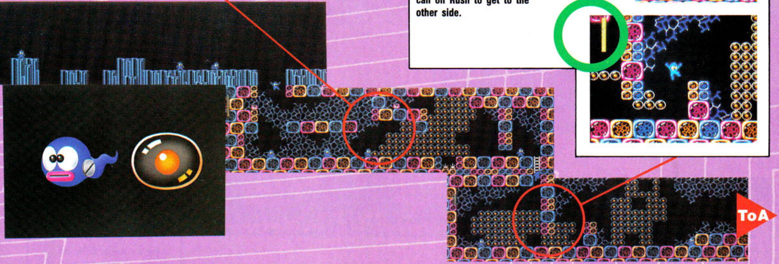
Just like before, the frozen Fish Eggs present Power-Up possibilities. Thaw them with the Arm Cannon and blast the fish. You can earn a ton of Energy Pellets. Then leave the area and return. The Fish Eggs will be back and ready to thaw again. If you take the time, you can be completely energized before you leave.



Step Right Up

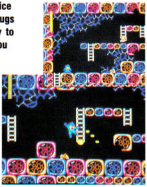
Besides providing Power-Ups, the Fish Eggs can be used as platforms to get to higher areas. Thaw the top row, as in this example, and you'll be able to use the bottom row as a place to jump to and move up over the ice. If you blast the bottom row, you'll have to call on Rush to get to the other side.





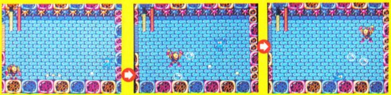
Beware Of Falling Bugs

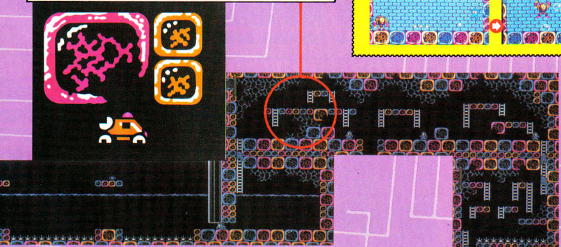
The holes in the corners of the ice blocks may go unnoticed until Bugs start dropping from them and try to de-energize Mega Man. When you see a hole in a block, proceed cautiously and blast the Bugs as they fall through. Even small enemies should be treated seriously. Every bit of energy that you can save by beating them counts.

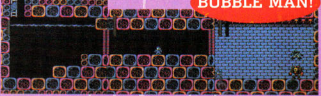


BUBBLE MAN

Beware of the spike-lined ceiling in the watery depths of Bubble Man's chamber. Mega Man can jump very high in water and you've got to make sure that he avoids contact with the top of the room. Bubble Man tosses bouncing bubbles that move slowly enough that you may be able to avoid them with quick maneuvering. Use the Spark Shock or Shadow Blade and you'll beat him with just seven hits.



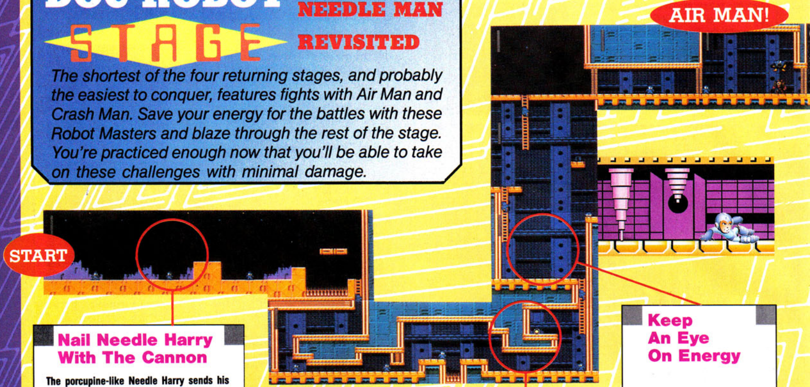




DOC ROBOT STAGE

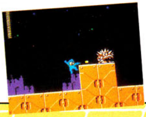
NEEDLE MAN REVISITED

The shortest of the four returning stages, and probably the easiest to conquer, features fights with Air Man and Crash Man. Save your energy for the battles with these Robot Masters and blaze through the rest of the stage. You're practiced enough now that you'll be able to take on these challenges with minimal damage.



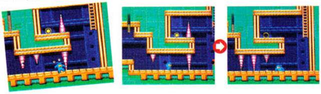
Nail Needle Harry With The Cannon

The porcupine-like Needle Harry sends his Needles flying for defense. Blast him and his Needles with rapid fire from the Arm Cannon and jump when he rolls toward you. Make sure that you finish him off so that he can't get you from behind. If Harry is above you, clear the way so that he has room to land when he falls.



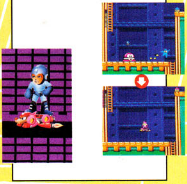
Run And Slide!

The Spikes come out in order allowing you to run right through. The last one, though, might snag you if your timing is just a little off. To insure that it doesn't get you, run past the first three spikes and then slide past the last one.



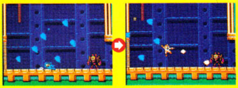
Keep An Eye On Energy

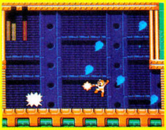
If you're low on Rush Jet Energy, you may not want to collect the 1-Up and Energy Tank in this area. It will be very crucial to have the lift of the Rush Jet later in this stage. If you only want to spare only enough power to get one Item, make it the Energy Tank.



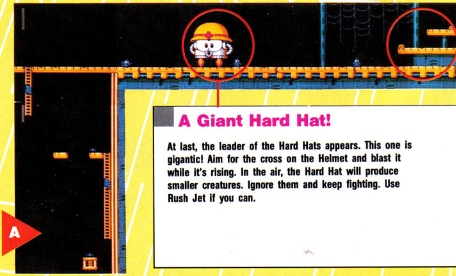
AIR MAN

The indestructible Air Tornadoes of Air Man make your meeting with this fiend a real challenge. Try to get between the Tornadoes and Air Man. You may be able to slide under them. Then pelt him with Magnet Missiles or Spark Shocks.



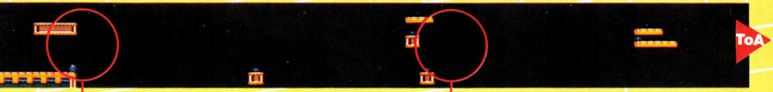


Get to the other side of the Air Tornados, fighting the gusts of Air Man's Fan, and fire Magnet Missiles or Spark Shocks. Seven hits from either of these weapons will deflate him.



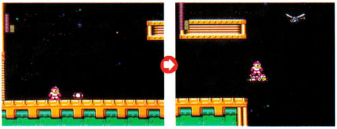
A Giant Hard Hat!

At last, the leader of the Hard Hats appears. This one is gigantic! Aim for the cross on the Helmet and blast it while it's rising. In the air, the Hard Hat will produce smaller creatures. Ignore them and keep fighting. Use Rush Jet if you can.



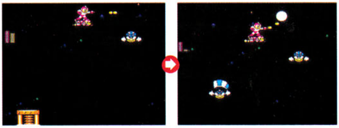
Rush Jet Is The Only Way To Fly

A very long distance between platforms calls for the mighty Rush Jet. Rush should be completely powered up before you attempt to cross the gap. If you're low on Rush Jet Energy, stay on the platform and defeat enemies for Energy Pellets.



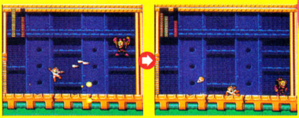
Fly Above The Fray

Try to keep high while you're crossing the gap. There are fewer enemies toward the top of the screen. Drop down, though, if you need to collect an Energy Pellet. Conserve Energy by cutting off the Rush Jet while dropping.

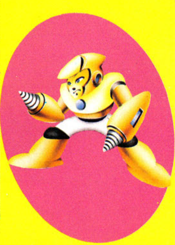


CRASH MAN

Run from one side of the screen to the next and fire at Crash Man when you get to the edge. Crash Man's Crash Bombs are very powerful. Avoid them at all costs and try to counter with the Hard Knuckle. The Knuckle is slow, but it has to connect only four times in order to obliterate Crash Man.

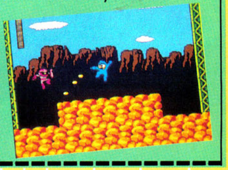


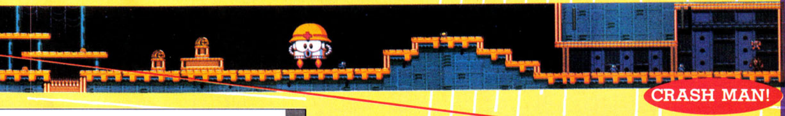
Avoid contact with Crash Man and use the Hard Knuckle if you can. If not, try the Arm Cannon.

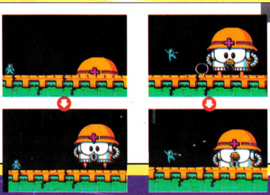


Another Mysterious Meeting

After you complete the Doc Robot Stages, Break Man will appear for another strange confrontation. He may be trying to tell you something. Find out as the story unfolds.

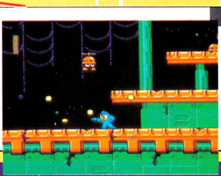






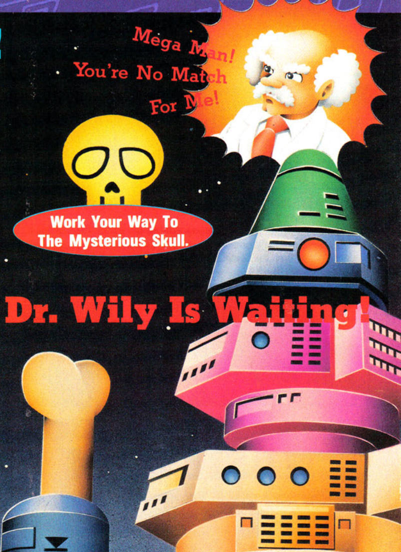
A New Approach

The Hard Hats try to surprise Mega Man with a propeller supported attack from above in this area. Wait for them to get close to the ground, then let them have it.



Dr. Wily Returns!

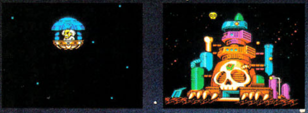
Dr. Wily, that insidious fiend, now shows his true self! In his rebuilt hi-tech hideaway, Wily conducts the business of a super villain and makes anything but peace-keeping plans for the robot that he and Dr. Light designed. Once again, Mega Man must conquer a multi-stage castle and encounter a slew of amazing new inventions to get to the bottom of Wily's plans. He'll need every bit of skill and energy he has to beat this menace.


Mega Man! You're No Match For Me!
Work Your Way To The Mysterious Skull.

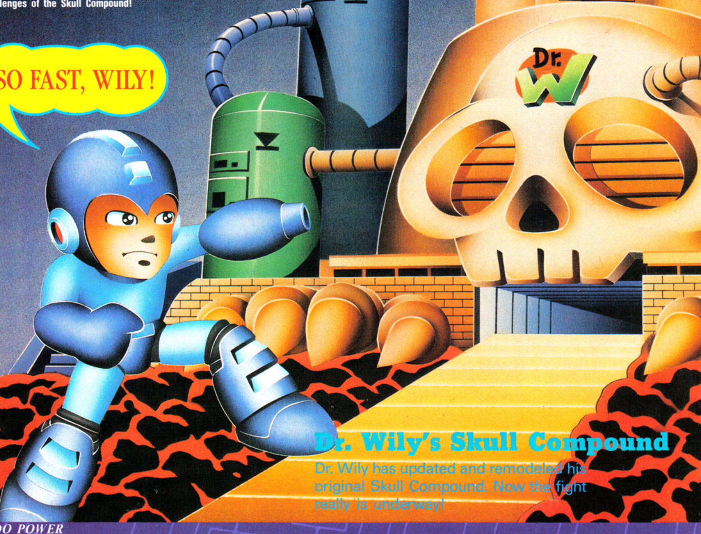
Dr. Wily Is Waiting!

THE FINAL ROUND!

The real challenge has just begun. Dr. Wily's new castle features six stages of monster crunching madness.



Take on the challenges of the Skull Compound!


NOT SO FAST, WILY!
Dr. W

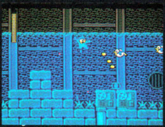
Dr. Wily's Skull Compound

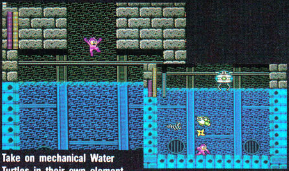
Dr. Wily has updated and remodeled his original Skull Compound. Now the fight really is underway!

MEGA MAN III

1st Stage

In the lowest level of the Skull compound, Mega Man will fall into a pool with a terrible Turtle-producing machine. This stage will be a breeze, considering what is to come.

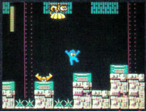


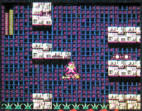


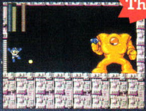
Take on mechanical Water Turtles in their own element.

2nd Stage

Not only has the Skull Compound been rebuilt but so has one of Mega Man's most durable enemies. Watch for the return of the Rock Monster from Mega Man's first adventure! There's no Elec Man Beam to save you this time!





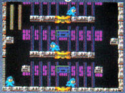


The Rock Monster!

The Rock Monster returns and Mega Man has to figure out a way to deal with him! If this guy is in just the Second Stage of the Skull Compound then the rest of it must be really challenging!

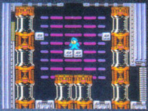
3rd Stage

You've heard about evil twins. How about evil triplets? Wily has perfected a robot clone device and he's made three copies of Mega Man. Only one of them can be hurt by Mega Man's attack.



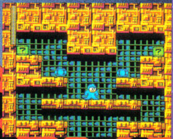
4th Stage

Will the Robot Masters ever truly be defeated? Wily's made perfect clones of all of his newest creations, and he has set up a new trap.



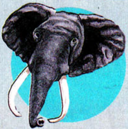
5th Stage

Mega Man closes in on the evil Dr. Wily himself. What kinds of surprises does he have up his sleeves? Will Mega Man be able to find him before the Robot is complete? What part, if any, does Break Man play in the final confrontation? There's only one way to find out!



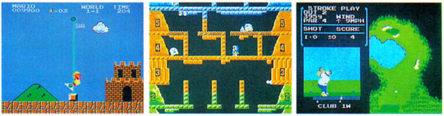
Is This Wily's Last Stand?

WHY YOUR GAME PAKS NEVER FORGET



Starting in this issue, we'll include extra information about games in a data box. Some of the info covers memory sizes and configurations—information you can't get anywhere else. In the following pages, we'll tell you everything you need to know about ROMs, RAM, MMCs and more.

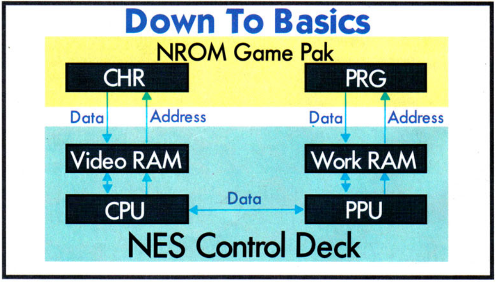
IT ALL BEGAN WITH NROMS



For several years in a row, the max memory size on silicon chips has doubled every year. Back in '85, the 256 K x 64 K of SMB was considered big.

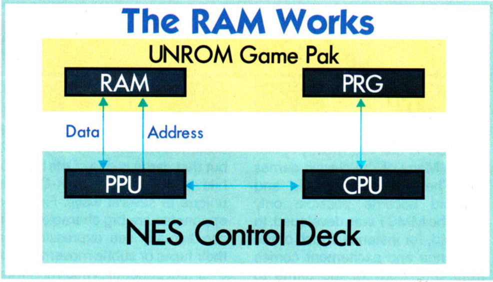
Let's start at the beginning. Computers like the NES Control Deck are impressive machines. You can do everything with them from designing spacecraft to rescuing Princess Toadstool from the evil clutches of King Koopa. But even the most powerful super computers are useless without programs to run on them. Game Paks, of course, are really just programs that your Control Deck can run. As you also probably know, programs consist of stored bits of data, or memory, in the form of numbers. What you might not know is how that memory is stored in your Game Paks, or that different games use different types of components. Why all the differences? Because the NES was designed so that the latest technology could be used in each new generation of Game Paks. It's like an RC car. When a faster motor comes out, you buy one and slap it in your old racer. That's how games can get bigger and better while your Control Deck stays the same.

In 1985, the first NES games appeared using the NROM. ROM, which stands for Read Only Memory, is like a book with words that can't be changed or added to. By today's standards, the two microchips—one for the program and one for characters—were rather small. The Program ROM's maximum memory size was 256 K and the Character ROM's max memory was 64 K. Of course, small is a relative term. 256 K means 256,000 bits of information. Actually, one K equals 1024 bits, so 256K is a bit larger than 256,000 bits. But size isn't everything.

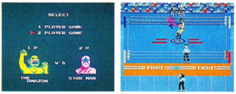


The diagram shows how NROM memory is used. The PRG contains game rules, like how high Mario jumps, while the CHR has information about what Mario looks like. Work RAM stores game data, like your score.

STEPPING UP WITH THE UNROM



It wasn't long before Nintendo started looking for ways to expand the capabilities of the NES. The UNROM was one result. The UNROM Game Pak has a PRG ROM and a RAM chip. RAM means Random Access Memory. It's a place to store information until it's needed, like a filing cabinet. Background and moving object characters for the current area of the game are stored in RAM, which is a more versatile method than storing everything in a ROM. The UNROM allows greater memory size and a process called Bank Switching, which is described below.

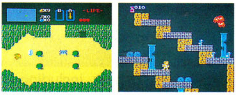


The UNROM was used for Pro Wrestling because of the number of opponents required by the game.

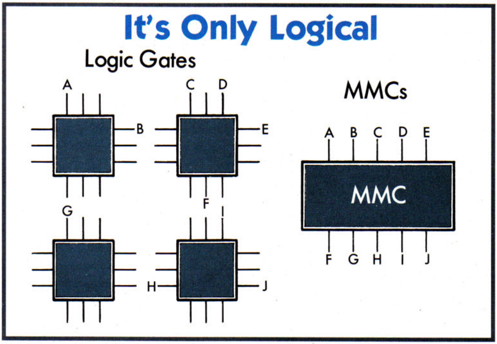
MMCs: CUSTOM CRAFTED FUN

To understand Bank Switching, picture a game program as one page in a storybook. The first thing you'll notice is that you can only write so much on a single page. A one page story might be okay, but if you want to expand the story, you'll need to add more pages. It's the same with games. Program size is limited, but you can add programs to the chip. Bank Switching allows you to have several programs in one chip. When a new area of the game is reached, you'll automatically switch to the appropriate program, which is useful in big games with many variations or worlds.

An even bigger revolution came along in the form of Memory Management Controllers, or MMCs. An MMC is a custom designed set of circuits in a chip that allow specialized functions. Some of the circuits, which are also called Logic Gates, increase the speed or efficiency of computations. Others direct the program to specific locations in memory, sort of like doors that open if you have the right key. The UNROM used off-the-shelf Logic Gates, which took up a lot of space. MMCs are more compact, cheaper, and they also allow larger program and character memory size. Some of the other benefits include being able to scroll in different directions and the use of battery backed up RAM that can save your game progress from one play session to the next. When the first wave of games with MMCs hit, they made quite a splash. The Legend of Zelda, Metroid and Kid Icarus opened up vast new worlds of NES fun and challenge. Most new games today use MMCs, and newer and better MMCs are under development all the time. On the next page you'll find an encyclopedia of MMCs currently in use and some of their special features.



Games such as Kid Icarus and Zelda became possible with the introduction of specialized MMCs.

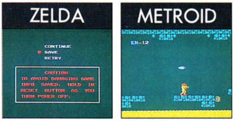


Logic Gates are like a buffet dinner. Your choices are great, but if you only want dessert, everything else just takes up space and is wasted. With MMCs you jump straight to the dessert table.

MMC ENCYCLOPEDIA

MMC1

The first MMC chip to be used for the NES is still the most popular today. Many of the classic games like The Legend of Zelda and Metroid became possible only after the MMC1 was developed. In Metroid, for instance, much of the challenge and excitement comes from the ability of the game to scroll both horizontally and vertically. That kind of change of pace keeps a game fresh and exciting all the way to the end. Extra memory can also translate into more worlds and enemies.



CONTINUE
SAVE
RETRY

CAUTION
TO AVOID DAMAGING GAME INFO SAVED, HOLD IN RESET BUTTON AS YOU TURN POWER OFF.

The complexity of some classic MMC1 games has kept them in the Top 30 for years.

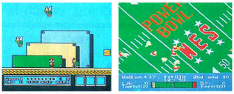
MMC2

To date, only one game has been designed for use with the MMC2, but that game is one of the biggest hits of all time. Punch-Out!! is unique in several ways. First, the opponents are big characters. You can actually see expressions on their faces or subtle movements of their feet or hands, which are often signals to throw a punch. Second, the game program has a great number of variations, which requires extra memory.

0
9
POINTS: 340
1:44
Round 1

MMC3

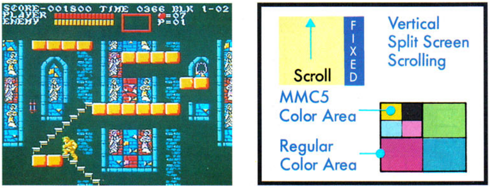
Along with additional memory size, the MMC3 allows some great innovations like the split screen scrolling in Super Mario Bros. 3. The scoreboard at the bottom of the picture is actually a second screen, which stays put even as Mario sprints from left to right. It's made possible by a timer function that was specially built into the MMC3. Scrolling at an angle is also possible, as seen in NES Play Action Football.



The MMC3 is currently a hit with programmers and game players alike. SMB3 is the biggest NES hit ever.

MMC5

The latest advances, including an improved battery back up system, better color definition and partial screen scrolling are made possible by the MMC5. Some of these improvements are due to a customized mathematics module that frees up the Control Deck's CPU from some repetitive functions such as running an internal clock. It also allows a vertical split screen scroll, which means you can have a side bar of information while the scrolling action of the game continues. Memory size for the MMC5 shoots up to 8 Megs. With a single Meg equalling 1,048,576 bits, that's a lot of memory. As for saving games, with the MMC5 you won't have to push RESET on your Control Deck while pushing POWER when you want to quit.



To see how color definition is improved in games like Castlevania III, study the Color Area illustration above. Each Color Area can have up to four different colors, but with the MMC5 the Color Area is smaller. In the same space where older games had one Color Area with four possible colors, the MMC5 allows four Color Areas with 16 possible colors.

BATTERY PAKS

In the early days of NROMs, if you wanted to finish a game you had to do it during one play session. That limited the complexity of games, because no matter how good a game is, players are only human and have to stop and eat or sleep every so often. In a RAM chip, where game information is stored, memory takes the form of switches that are either turned on or off. If a switch is on it represents the digit one, and if it's off, it represents zero. Together, the ones and zeroes make up numbers, which is how computer information is stored. Without the power turned on, all the switches are deactivated and the information is lost. By putting a battery in the Game Pak, game data can be stored as long as the life of the battery—about five years.

DAYV
LV 14
HP 78
MP 70
G 8880
E 7525
COMMAND
▸YES
NO
SPELL
ITEM
DOOR
SEARCH
TAKE

experience thou must gain 2475 Points.'

'Will thou tell me now of thy deeds so they won't be forgotten?'

COMPRESSION

Compression is a programming technique that allows a programmer to pack as much information as possible into a limited memory space. Imagine that the Tetris blocks shown below are each a program. You can see that the first example takes up more space than the second, even though they both contain the same programs. This is one reason why memory size alone doesn't tell the whole story.

Fig.1 Not Compressed

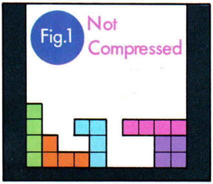
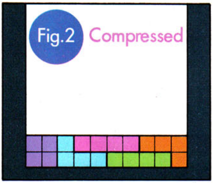
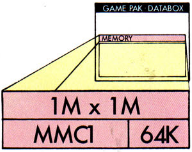


Fig.2 Compressed



You Can Be A Know-It-All

What's in the new Power Data Box? The first number is program memory size, the second shows character memory size. The M stands for Megabits. The type of MMC used and the size of the Work RAM are also shown.

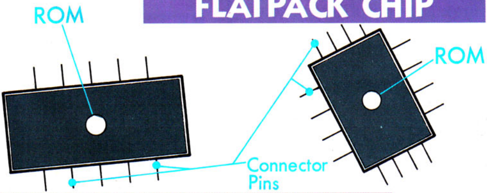


PUTTING IT ALL TOGETHER

BEHIND THE MASK ROM

One of the most common misconceptions about NES games is that you can record and erase them like tape cassettes. Erasable/Programmable and Programmable ROMs do exist (EPROMs and PROMs), but they are very expensive and are chiefly used for NES research and development. To reduce costs, NES Game Paks use what is called a Mask ROM. The process begins by converting the game program into an actual integrated microcircuit. Using a photographic process, the circuit is reproduced on thin silicon wafers, so the game information isn't just stored in the chip, it's part of the chip. Then the wafers are sandwiched together and attached to connector pins. Below are the two most common configurations of Mask ROM chips. The major difference is that the Flatpack Chip is smaller and more compact so it can fit inside Game Boy Paks.

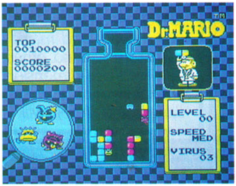
FLATPACK CHIP



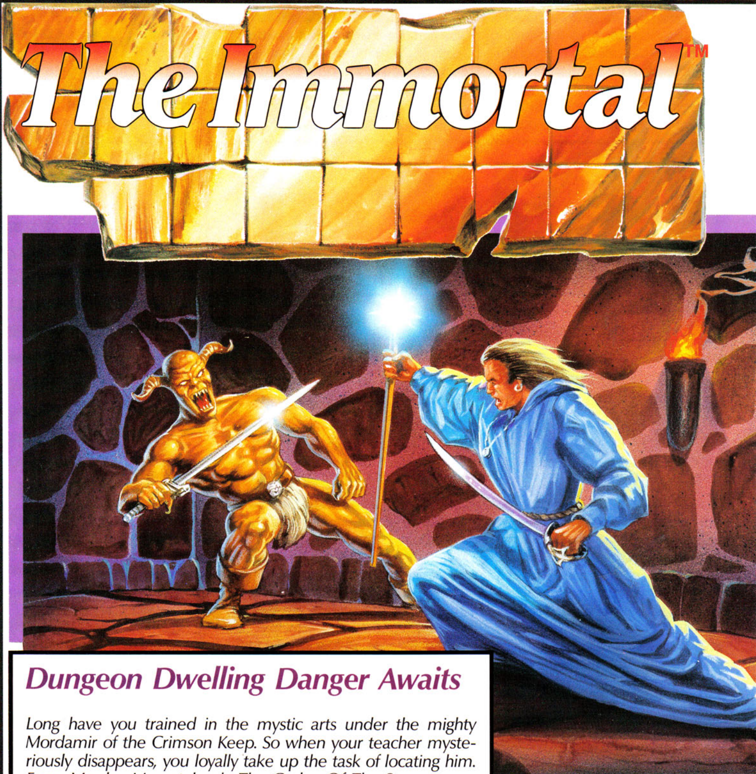
DUAL IN-LINE CHIP

THE BOTTOM LINE

As you've seen, Game Paks are not all created equal. Some have special built-in features that allow greater variety in game design. But the measure of any great game is not memory size or whether it uses a MMC1 or MMC5. The real test is whether or not it's fun to play. Dr. Mario, a 256 K x 256 K game, requires less memory than many other new games. But once you start playing, it's almost impossible to stop. Remember, it's the stuff that memory is made of that counts.



The Immortal™



Dungeon Dwelling Danger Awaits

Long have you trained in the mystic arts under the mighty Mordamir of the Crimson Keep. So when your teacher mysteriously disappears, you loyally take up the task of locating him. From Mordamir's notebook, The Codex Of The Serpent, you learn of his earlier explorations in the Labyrinth of Eternity, a dungeon located beneath the dragon-devastated city of Erinoch. You decide that he must have made another venture to that mad subterranean maze, and set off to find him, armed with your trusty sword and magic staff. Prepare yourself for a dungeon adventure like no other. Your surroundings are portrayed in detailed three-dimensional graphics, with some of the best character animation ever seen on the NES. An epic tale of daring danger and deceit will unfold before you in The Immortal.

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GAME PAK · DATA BOX

THE IMMORTAL

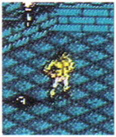
MFG ELECTRONIC ARTS

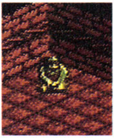
MEMORY	1M × 2M	
	MMC3	

POWER METER	
Graphics & Sound	4.3
Play Control	3.7
Challenge & Lasting Int.	4.2
Theme & Fun	4.3

Gain The Items You Need

As you venture through the rooms and passages of the dungeon, you'll find many of the items you'll need lying around—discarded or dropped by their previous owners. Search every corner of the dungeon for these objects, and pick up everything! Even though some items can be dangerous, they will only harm you if used improperly. Not everyone in the dungeon is an enemy. Some Dwarven merchants ply their trade in the depths of the dungeon, and will sell or even give you articles you need. Be sure to try to talk to everyone!

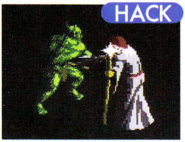

Some items can be had free of charge.


Haggling with greedy Dwarves often produces bargains.

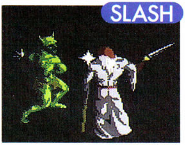
The Face Of Battle

When you meet hostile beings, you'll switch to a close-up combat screen. A rhythmic sweeping motion with your sword will quickly cut short the career of any foe. If the enemy starts pounding you, duck out of the way for a breather. Once you start combat, the battle is to the death—yours or his.

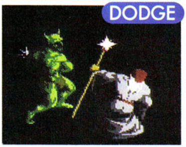
HACK



SLASH



DODGE

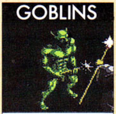


Dungeon Denizens

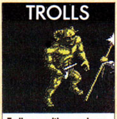
●Monstrous Menaces●

You will find at first that all the monstrous inhabitants of the dungeon are hostile to humans. However, some are intelligent and may be reasoned with. Even brainless, non-human creatures can be tamed in certain situations.

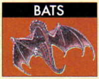
GOBLINS


These creatures control the dungeon's upper levels.

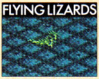
TROLLS


Trolls are witless and warlike. You will never make allies of these brutes.

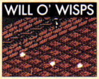
BATS



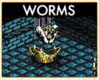
FLYING LIZARDS



WILL O' WISPS



WORMS

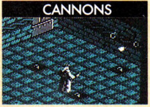


Unliving Obstacles

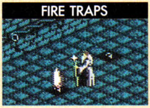
●Hazards And Traps●

Throughout the Labyrinth of Eternity you will encounter inanimate pitfalls, puzzles and perils. These can block your progress or end your journey altogether, but with skill and patience, they can be avoided. Cannons will weaken you with magical fireballs. Fire Traps in the floor mean instant incineration. Hidden Pit Traps can be escaped, but it takes skill. Floor Spikes skewer you if they are triggered, as do Arrows shot from the wall.

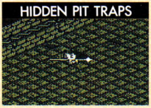
CANNONS



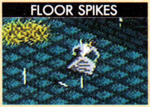
FIRE TRAPS



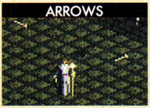
HIDDEN PIT TRAPS



FLOOR SPIKES



ARROWS



SPECIAL TIPS

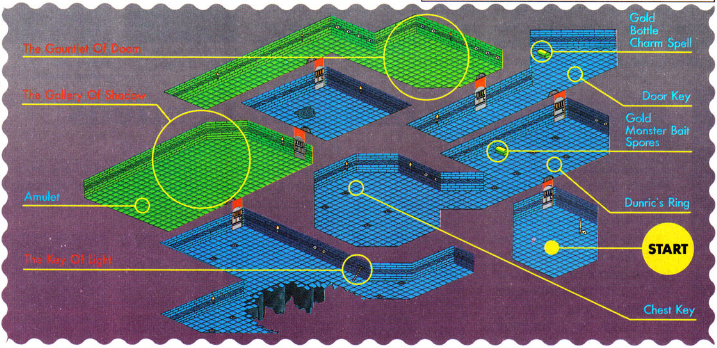
Pits with ladders in them lead to the lower levels of the dungeon. You must approach the pits from the side closest to the ladder or you'll fall to your death. Be patient!

Level 1: Into Eternity

The Codex Of The Serpent documents the entrance to the labyrinth in great detail.

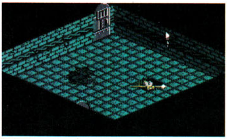
What You'll Find And Where To Use It:

CHEST KEY–LEVEL 1
DUNRIC'S RING–LEVEL 6
GOLD–LEVEL 2
BAIT (DANGEROUS)–LEVEL 5
SPORE (DANGEROUS)–LEVEL 2
DOOR KEY–LEVEL 1
BOTTLE OF WATER–LEVEL 2
AMULET (DANGEROUS)–LEVEL 1



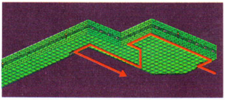
Find The Exit!

Your goal in each level of the dungeon is to find clues that will help you delve further into the dark depths. The maps give you a look at the floor plan of each level. The locations of items are marked on the maps, but they still may be difficult to find, so search carefully. In the first level, your most difficult task will be to locate and open the passage to the second level. Along the way you'll find several items that will help you here and later in your quest.



The Gauntlet Of Doom

As you raid the dungeon in search of your lost mentor, you will encounter many traps. To avoid making this your last crusade, try not to step on the traps' triggers. Follow the pattern drawn on the map below to escape the onslaught of the Arrow Traps. If you make a misstep and set off the trap you can still escape if you run straight for the door. Whatever you do, don't hesitate or take any side trips in here, or you'll be lost! In the next room, stick to the walls to avoid the pit traps in the central area of the chamber.



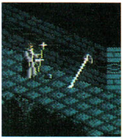
The Gallery Of Shadow

Light the torch in this room with a fireball so you can see the Shades. Do your best to avoid contact, but if you must fight, swing your sword from side to side. Although you can't see these creatures of darkness, you can damage them.

Avoid the hidden pit traps in this room by sticking to the central area. Don't miss the Amulet!

The Key Of Light

A polished pendant will allow you to reflect the beam of light onto the gem in the floor, opening the door to the next level.



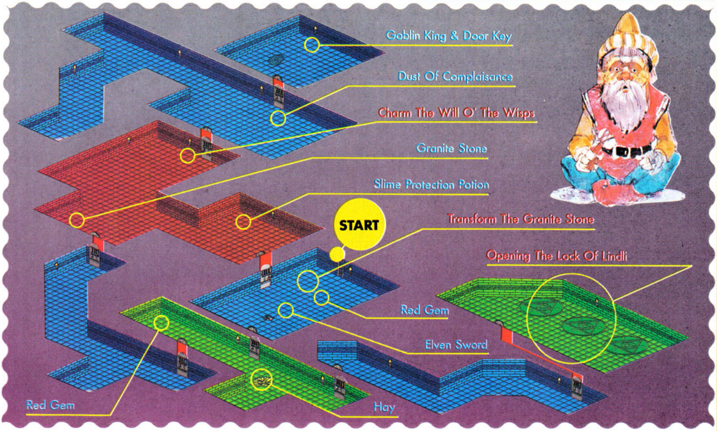
Hold the Amulet up to the light, but just say no to reading the runes.

Level 2: The Lock Of Lindli

In times ancient, the Dwarven locksmith Lindli devised the most secure fastenings ever known.

What You'll Find And Where To Use It:

RED GEM–LEVEL 2
SLIME PROTECTION POTION–LEVEL 2
GRANITE STONE–LEVEL 2
DUST OF COMPLAISANCE–LEVEL 2
DOOR KEY–Level 2
RED GEM–Level 2


Goblin King & Door Key
Dust Of Complaisance
Charm The Will O' The Wisps
Granite Stone
Slime Protection Potion
START
Transform The Granite Stone
Opening The Lock Of Lindli
Red Gem
Elven Sword
Red Gem
Hay

A Challenging Puzzle...

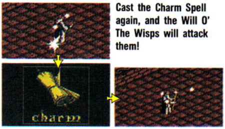
You'll have to search out the Goblin King and defeat him (using an onorthodox method) in order to discover the secret behind the exit from this level. Along the way, you'll encounter more Goblins to combat, as well as the deadly flesh-eating Slime. An ornery Dwarven gem-cutter must also be convinced to part with his wares. Soften him up with the Dust Of Complaisance.

A bed of hay provides a much needed rest.

Use the Spores to defeat the Goblin King.

Charm The Will O' The Wisps

Cast Mordamir's Charm Spell to tame these flitting fire-beings as soon as they approach.



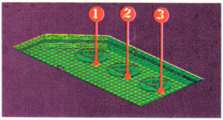
Cast the Charm Spell again, and the Will O' The Wisps will attack them!

Transform A Granite Stone

The corrosive acid of the Slime turns stones into gems. Use the Slime Protection Potion for safety as the Slime transforms the rock. The three Red Gems are the key to the exit lock.

Unlocking Lindli's Puzzle

Although they are difficult to see you will find 12 gem-size indentations in the final room (one at each point and in the center of the three triangles). If you place the three Red Gems in the correct impressions (remember the Goblin King's last words) the secret doorway to the levels below will open.

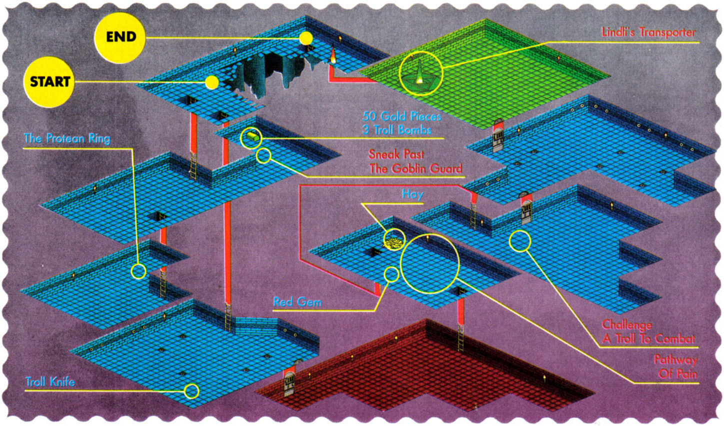


Level 3: An Alliance Of Convenience

It shouldn't come as a surprise to you that the Goblins and Trolls are at war with each other. Both races are battling for access to the life-giving spring in the depths of the dungeon. Of the two tribes, the Goblins seem more likely to befriend a human wizard, but so far you have met no Goblin allies.

What You'll Find And Where To Use It:

PROTEAN RING–LEVEL 3
50 GOLD PIECES–LEVEL 5
3 TROLL BOMBS–LEVEL 3
TROLL KNIFE–LEVEL 3
RED GEM–LEVEL 3


END
START
Lindli's Transporter
50 Gold Pieces
3 Troll Bombs
The Protean Ring
Sneak Past
The Goblin Guard
Hay
Red Gem
Challenge
A Troll To Combat
Pathway
Of Pain
Troll Knife

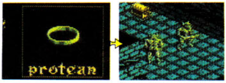
Troll Territory

In The Immortal, you'll have to accomplish tasks and find and use items in the correct order, or you'll be unable to continue. There are sometimes alternate ways of accomplishing certain things. In Level 3, you can use the Protean Ring to get past the Goblin Guard and get his treasure. Or, you can battle him for it. Using cunning to get past obstacles, rather than fighting through them, will save valuable life points. Making friends of your enemies can also be useful.

The poison from the
spores must have
killed the goblin
king, but there he
was, alive!

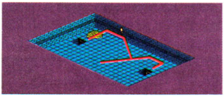
A Wizard In Goblin's Clothing

Wear the Protean Ring to slip past the Goblin Guard and loot his treasure. Don't wear the ring in the presence of royalty.



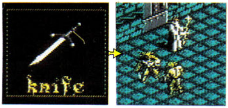
Piercing Peril

To avoid being skewered in this dangerous chamber, follow the pattern drawn below.



Pick A Fight

When you see the pair of Troll guards, toss the Ritual Knife at them. They will each think the other threw it and start fighting, allowing you to sneak past them.



Activate The Teleporter

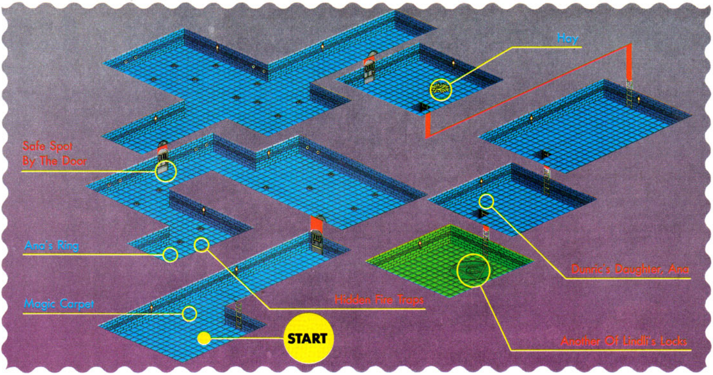
Trigger the Teleporter by standing in the flame when it appears green and dropping the Red Gem.

Level 4: Magic Carpet

As you progress through the levels of The Labyrinth Of Eternity, you will learn much about the practice of magic. . . . In Level 4, you will be required to master the most difficult magical vehicle created—the Magic Carpet!

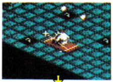
What You'll Find And Where To Use It:

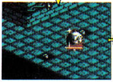
MAGIC CARPET—LEVEL 4
ANA'S RING—LEVEL 4

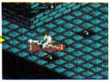


Soar High Above The Worm Infested Floor

Flying the Magic Carpet is one of the most difficult skills to master in The Immortal, but you must use this magical item to get across the floor in this level. The Carpet can rapidly pick up speed, and in confined rooms with Fire Traps on the floor, this can be deadly. Take it slow and tap the controller in the direction you want to go. Press in the opposite direction to stop. Although your carpet has a limited duration, don't fly at a reckless speed, and try not to bounce off the walls.

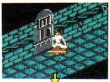






The Doorstep Is Safe

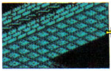
If you tread upon the floor of this room, you risk death from the Worms beneath its surface.

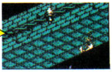


It is safe to stand near the doors. You must dismount to get through them, as you can't fly your carpet through closed portals.

Watch For Hidden Hazards

Your view of the Fire Traps can be obscured, because of the view perspective of the adventure. Steer clear of these areas.

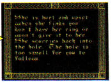




Ana's Ring

A dangerous side-trip will take you to Ana's Ring. Return this ring to Ana and she'll reward you with a hint on exiting the level.

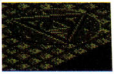
If you already know how to exit the level, you don't need to talk to Ana or give her the ring. But if you don't, you'll get a different ending.



She is hurt and upset when she finds you don't have her ring or won't give it to her. She scurries back into the hole. The hole is too small for you to follow.

Exit The Level

The rings in Ana's hint have nothing to do with jewelry. To exit the level, run three rings around the triangle design.

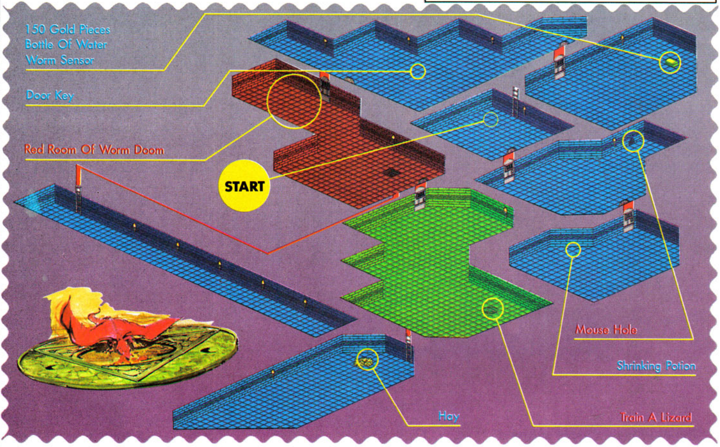


Level 5: The Goblin's Scheme

Word has spread through the Goblin tribe that you are their ally. Two Goblin leaders will fill you in on their plan to gain access to the Fountain Of Youth, which is being guarded by a creature called the Norlac. The Norlac also blocks your way to the lowest level, where you hope to find Mordamir, so you must help them!

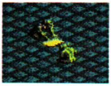
What You'll Find And Where To Use It:

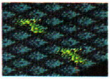
LARGE EGG–LEVEL 5
SHRINKING POTION–LEVEL 5
150 GOLD PIECES–LEVEL 5
BOTTLE OF WATER–LEVEL 5
WORM SENSOR–LEVEL 5
DOOR KEY–LEVEL 5



A Living Mine Field

Prepare to encounter the most dangerous room in the Labyrinth Of Eternity—the Red Room of Worm Doom. If you thought the Flying Carpet was a tough magic item to master, wait until you try the Worm Sensor. It will emit a beep which will increase in pitch as you walk towards a Worm. If it pings rapidly, you're about to get attacked by a worm. You'll have to solve another mystic lock riddle to reach the final dungeon level.





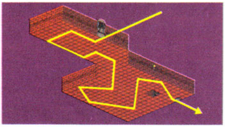
Into A Mouse Hole

Use the Potion from the merchant to make your way through the hole in the wall.

Avoid the Trolls until the potion wears off, then defeat them. Open the chest and immediately drink the bottle of water inside.

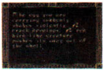
Red Room Of Worm Doom

Use the Worm Sensor or follow the pattern to the door.



Train A Lizard Hatchling

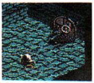
The Dwarven merchant who sold you the Shrinking Potion gave you the clue you need to exit this level. Drop the Bait on the door trigger, and the freshly hatched Flying Lizard will hold it down while you climb down the ladder. This is the one place where you can safely drop the Bait.



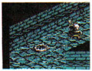
Once you escape Level 5, the Goblin Chief's plan will begin. You may not live to regret your agreeing to help the Goblins!

Level 6: The Norlac's Lair

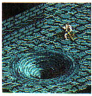
Here you will finally find Dunric, but you're too late to save him from death at the hands of a Troll. Before he expires, Dunric gives you two important spells. You are now close to the Norlac's watery lair, and this is the most challenging part of your adventure. As you float through the twisting passages, avoid hitting the walls, because it will slow you down. Once the Norlac gives chase, don't hesitate or its slimy tentacles will drag you to a watery grave.



Listen to the music: it will change when the Norlac sees you. Start paddling for your life!



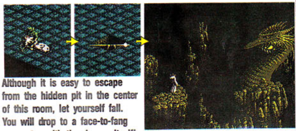
If you were veering away from the Norlac when it saw you, you should have enough of a head start to get away.



Will you sacrifice yourself to destroy the Norlac? That may be the only way . . .

Level 7: The Dragon And The Wizard

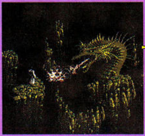
Although you almost died trying to get the Norlac into the whirlpool, a kind Goblin rescues and revives you, only to face the final challenge. Waiting in the deepest depths of the dungeon is the dragon that began all the trouble, but there's still no sign of Mordamir. Unbelievably, all the evidence seems to show that he is working with the evil Trolls to take over the Fountain Of Youth!



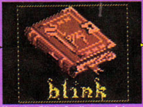
Although it is easy to escape from the hidden pit in the center of this room, let yourself fall. You will drop to a face-to-fang encounter with the dragon itself!

The Final Conflict

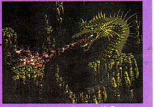
By the time you reach the final battle, you should have the following items: Statue Spell, Amulet, Gold, Fire Protection Spell, Blink Spell and Magnetic Hands Spell. You must use these items and spells in the proper combination and at the proper time to defeat the dragon. Remember that you can use some of the spells only a limited number of times. May the Wise Council Of Wizards guide your hand! Destroy the dragon and find Mordamir! (He has some explaining to do . . .)



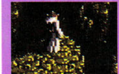
The dragon prepares to strike!



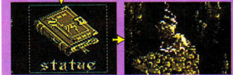
Use the Blink Spell to vanish for a moment, and the flame will lick cold stone.



You reappear unharmed! Proper timing of the Blink Spell is important.



The Statue spell will also protect you from mystic energy.



You are a mighty magic-user if you made it this far. But can you live up to the title of The Immortal?

CLASSIFIED INFORMATION

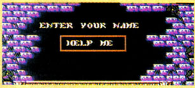
NINTENDO TOP SECRET POWER

Castlevania III Dracula's Curse

From Agent #710

Bonus Belmonts

Start the biggest and most challenging quest for the Count with 10 characters in reserve. Register your name as "HELP ME" and the game will begin with bonus Belmonts! Use "HELP ME" as your name whenever you enter your password and you'll begin each time with the extended number of fighters.


ENTER YOUR NAME
HELP ME

000000 TIME 0496 BLK 1-01
=05
P=10

"HELP ME" helps you with 10 fighters in reserve. It'll take you a lot closer to the Count!

heavy SHREDDIN'

From Agent #435

Extra Shredders

Snowboard with extra confidence and finesse knowing that you have 99 players from the very beginning of the game. When the Title Screen comes up, press and hold the A and B Buttons and Left on the Control Pad. Then press the Start Button and tackle the slopes!

heavy
SHREDDIN'
PRESS START

WOODRUN
0 28:00
99
LIMITED TIME!

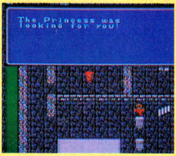
Hold A, B and Left. Then press Start and you're on your way!

FINAL FANTASY™

From Agent #942

Invisible Man

In the first castle you visit in this epic adventure, Coneria, there's an invisible character that you can talk to for a very simple clue. You'll find him north of the Queen's chamber on the other side of a brick wall. Move your party to the area pictured below and press the A Button to talk. A message will come down, even though there will appear to be no one close by. This is a message from the invisible man. Save the princess and the message will change.

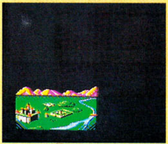

The Princess was looking for you!

Dungeon Magic™ SWORD OF THE ELEMENTS

From Agent #222

Bonus Coins

Begin your adventure with some spending money by using a simple maneuver. Watch the game's opening story before you begin and press the A Button twice on Controller II when the picture of the village (as shown) appears in the lower-left corner. Then press Start on Controller I and begin with 100 Gold Coins!



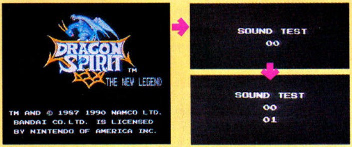
Press A on Controller II twice when this village appears in the game story sequence.

DRAGON SPIRIT TM
THE NEW LEGEND

FROM AGENT #414

Sound And Stage Selects

Two connected codes for this thriller will allow you to listen to the sounds of the game and select levels. Insert the Game Pak and turn on the power. Then, with Controller II, press and hold the A and B Buttons and Up on the Control Pad. Then press Reset on the Control Deck and the message "Sound Test 00" will appear. On Controller I, Press Left and Right to change the number and press the A Button to start the selected sound. When you aren't listening to game sounds, you can select stages. On Controller II, press B, Up, Up, B, Down, Down, and B again. Another number will appear under the sound selection. Press Left and Right on the Controller II Control Pad to change it and press Start on Controller I to begin play on that selected stage.



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DRAGON SPIRIT TM
THE NEW LEGEND
TM AND © 1987 1990 NAMCO LTD.
BANDAI CO.LTD. IS LICENSED
BY NINTENDO OF AMERICA INC.
```

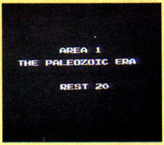
```
SOUND TEST
00
```

```
SOUND TEST
00
01
```

Listen to the music with one half of the code. Then play on any level with the second half!

20-Up

If you prefer to start from the beginning, you can load up with 20 Dragons. After the first battle, whether you win or lose, the Title Screen will appear again. At that time, press and hold the A and B Buttons on Controller II and press Start on Controller I. When the adventure begins, you'll have 20 Dragons in reserve!



```
AREA 1
THE PALEOZOIC ERA

REST 20
```

After the initial battle, enter a code and start 20 Dragons strong!

DASH GALAXY IN THE ALIEN ASYLUM

FROM AGENT #645

Stage Select

Here's your chance to go anywhere instantly in the Alien Asylum with a special Stage Select code. When you see the Title Screen, press and hold Up and Left on the Control Pad. Then press the A, B and Select Buttons simultaneously. The stage number will appear on the screen. Press Up on the Control Pad to increase the number and Down to decrease the number. Then press the Start Button and you'll begin on the selected stage. You'll conquer the Asylum in no time!

DASH GALAXY
IN THE
ALIEN ASYLUM

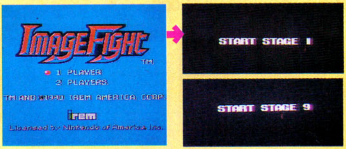
Select your stage of choice and skip ahead in the Alien Asylum.

IMAGE FIGHT

FROM AGENT #632

Stage Select

Blaze through the challenging stages of one of the latest space age shoot 'em ups for the NES with a quick two Controller code. On Controllers I and II, press and hold the A and B Buttons. Then press the Start Button on Controller I. The message "Start Stage 1" will appear. Press the Select Button on Controller I to change the number and press the Start Button to begin!



```
IMAGE FIGHT TM
● 1 PLAYER
  2 PLAYERS
TM AND ©1990 IREM AMERICA CORP.
irem
Licensed by Nintendo of America Inc.
```

```
START STAGE 1
```

```
START STAGE 9
```

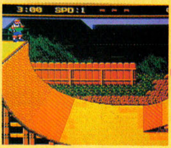
CLASSIFIED INFORMATION

SKATE OR DIE 2
THE SEARCH FOR
DOUBLE TROUBLE

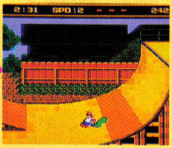
FROM AGENT #415

Unlimited Boards

One of the greatest features of this wild skateboarding sequel is the two-screen Ramp. This is where the real action begins. Our Agents have found that you can perform tricks for the full 3 minutes without ever running out of Boards by using a simple preliminary move. While your Skater is waiting to begin at the top of the Ramp, move him all of the way to the back. Then, when he scratches his head, press the Start Button twice and the Select Button once. If the unlimited Board code has gone into effect, you'll hear a siren-like sound. If you don't hear the sound, try again. Then get moving. No matter how many times you take a spill, you'll always have 3 Boards left.



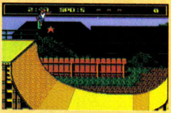
When your Skater scratches his head at the back of the ramp, press Start, Start, Select.



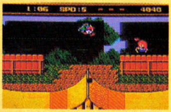
Then go ahead and break as many Boards as you want. They'll make more.

Hot Dog Bonus

There's a ton of tricks that you can perform on the Ramp. If you accomplish 9 of them, CJ will show up and double your points while she's out. Perform a Rocket Air on the back of the Ramp and you'll earn a Star or Cherry worth 4,000 points.



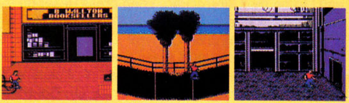
Pull down a bonus with the Rocket Air at the back of the Ramp.



Perform 9 tricks and CJ will double your trick points.

Level Select

Warp to the advanced levels of the Skate or Die 2 adventure from any action screen. On Controller II press the Start, A, Select and B Buttons, one at a time, to trigger the Level Select. Then press Right on the Control Pad to warp to the Mall, Left to warp to the Beach, and Up to warp to the Plant. You will want to have some supplies, like a good Board, in the advanced stages. So be sure to skate on the street for a while at the beginning and buy better stuff.

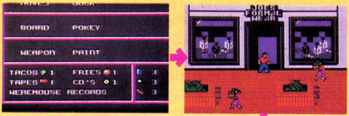


Jump to the Mall, Beach or Plant from anywhere in the adventure.

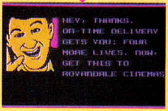
Change Of Plans

In the Second Level of the Adventure, you'll have a delivery job at the Mall. The subscreen will indicate where you should make your next delivery. If you change the delivery schedule, though, so that the odd numbered deliveries are made to the places shown on the table below, you'll earn a ton of great bonuses. Then make even-numbered deliveries as scheduled.

1st Delivery – Joe's Formal Wear
3rd Delivery – Rhinestone Jewelers
5th Delivery – Wumpus World
7th Delivery – Kafka's Candies
9th Delivery – Stiller's Outpost
11th Delivery – Pathos Fashions



Make a change to your appointed rounds and you'll earn big bonuses. Make even-numbered deliveries as the shopkeepers indicate.



HEY, THANKS. ON-TIME DELIVERY GETS YOU: FOUR MORE LIVES. NOW, GET THIS TO ROVANDALE CINEMAS

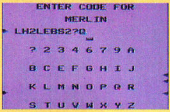
CLASSIFIED INFORMATION

Swords and Serpents

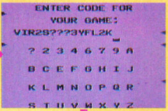
From Agent #644

Build Up In A Hurry

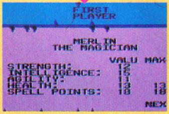
It's much quicker to build abilities early in this journey than in advanced stages. When the Game Level rises, the number of experience points needed to gain new strengths also rises. Our Agents have devised a plan to build powers with ease and speed. Individual Passwords are given for your characters and the Game Level. Our Agents recommend that you play until you reach the fifth Game Level and take down the Passwords for your characters. Then re-enter the characters' Passwords and a Password for the first Game Level. When you resume play, the abilities will increase with the same speed that they did when you began the game instead of at the slower rate of advanced Game Levels. Repeat this move as often as you'd like.



ENTER CODE FOR
MERLIN
LH2LEBS2?Q



ENTER CODE FOR
YOUR GAME:
VIR2S???3YFL2K



FIRST
PLAYER

MERLIN
THE MAGICIAN

```
                VALU MAX
STRENGTH:        12
INTELLIGENCE:    15
AGILITY:         11
HEALTH:          13   13
SPELL POINTS:    18   18
```

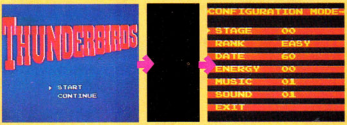
Take down character Passwords for advanced levels. Then re-enter them with a low Game Level Password.

THUNDERBIRDS

From Agent #264

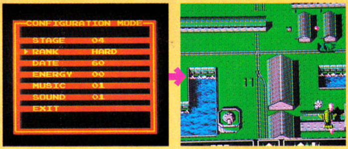
Option Select

Set up your game the way you'd like with an option packed mode. While the game is going through the demonstration, Press and hold Up and Left on the Control Pad, and press the Reset Button on the Control Deck. The screen will be blank. Press the A, B and Select Buttons at the same time and the Configuration Mode screen will appear, giving you the option to select the level and difficulty of the game.



CONFIGURATION MODE
STAGE 00
RANK EASY
DATE 60
ENERGY 00
MUSIC 01
SOUND 01
EXIT

Follow a simple procedure to blast into the Thunderbirds Configuration Mode. Enter the first half, and when the screen goes blank, enter the second half.



CONFIGURATION MODE
STAGE 04
RANK HARD
DATE 60
ENERGY 00
MUSIC 01
SOUND 01
EXIT

Choose Level Four, and your entire fleet of Thunderbird ships will be invincible.

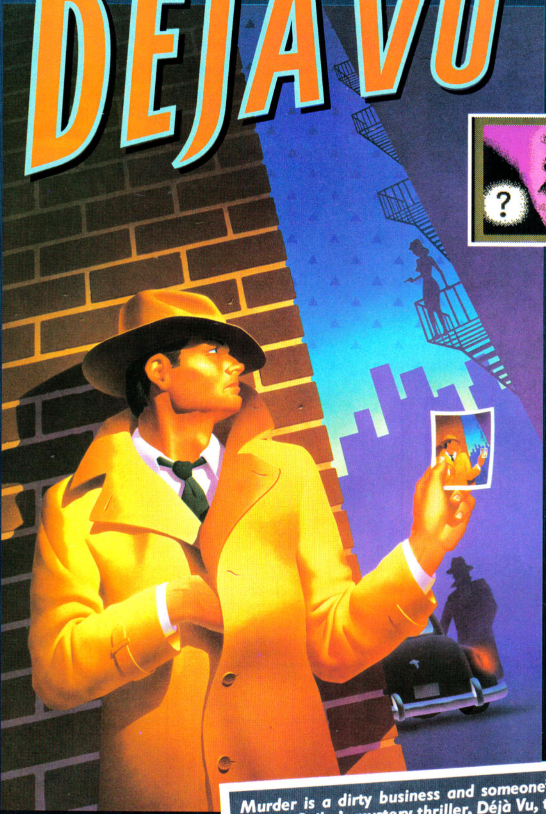
Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

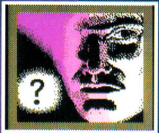
Our address is:
Nintendo Power
Classified Information
P.O. Box 97022
Redmond, WA 98073-9733

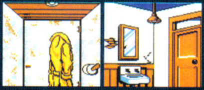
NINTENDO POWER

DÉJÀ VU™

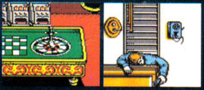


Maybe worse things had happened to me, but I couldn't remember them. I couldn't remember anything, who I was, what I was doing in Joe's Bar, who the dead guy was in the secret office upstairs. It didn't help that I had the murder weapon on me and blood on my hands. To the cops I'd look about as innocent as a fat fox in a chicken coop. Time was running out. I'd have to start finding some answers quick.





There's nothing worse than waking up in a washroom stall, except maybe looking in a mirror and not recognizing your own mug.



Looks like someone was doing some serious gambling here, but this guy must have spilled a drink on Lady Luck.

It's Time To Get Cracking On This Case.

Murder is a dirty business and someone's got to clean it up. In Kemco-Seika's mystery thriller, Déjà Vu, that someone is you. But who are you? That's one of the mysteries you've got to solve. And who killed Joey Siegel? All the evidence leads like a trail of crumbs straight to you! Finding clues to prove your innocence in this PC type game will be like finding stars in Hollywood—you know they're around, but you can't recognize any off the screen. Fans of Shadowgate will catch on quickly to the step-by-step action, but the challenge is to piece together a puzzle, not battle monsters. You're racing against time, the cops, and hidden dangers.

GAME PAK · DATA BOX

DÉJÀ VU

MFG KEMCO-SEIKA

MEMORY	1M × 2M	
	MMC3	64K

POWER METER	
Graphics & Sound	3.8
Play Control	3.8
Challenge & Lasting Int.	4.3
Theme & Fun	4.5

TM Kemco-Seika
© 1985, 1990 ICOM SIMULATIONS, INC.

YOUR M.O. IN DÉJÀ VU

COMMANDS

EXAM:
Choose the EXAM command to examine objects that you discover in the game, to read notes and look into things. Examine objects before taking them, because some of the items are a waste of space.

SPEAK:
Although some P.I.s tend to shoot first and ask questions later, in most cases it is better to speak with people rather than shoot them.

HIT:
The natural tendency of an ex-boxer like Ace Harding is to punch things that get in his way. Sometimes it's useful to do this, but most of the time it will just give you a pain in your fist.

CLOSE:
When you've finished with a drawer, book or other item that opens, you can close it again with this command. You'll flip through the notebook faster if you close things.

OPEN:
Be thorough when searching a room and make sure you open desks, books and other objects. You'll also need to open doors throughout the game, sometimes requiring keys or more forceful methods.

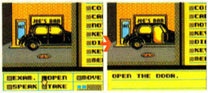
TAKE:
Many of the items you'll encounter are useful to you or will be later in the game. Before you now can use one of these items, you'll have to TAKE it. Once you do, it will appear in your notebook.

LEAVE:
After a while you'll discover that certain items just take up space in your notebook. The LEAVE command is used to drop items that you don't need.

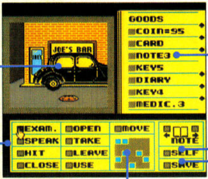
USE:
To make use of an object or item, choose the USE command, then point the cursor at the item you want to use. When the game asks what you want to use it on, point to where you will use the item.

MAIN SCREEN

This screen shows a picture of what you see in any given location.

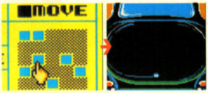


OPEN THE DOOR.



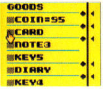
MOVE

Move from room to room by choosing the MOVE command, then point to where you want to move.

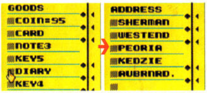


All the movement options in a particular room are shown on the small Move Map with the blue squares. Each blue square is a door, window, manhole or some other passage to another location.

NOTE



This is your Notebook in which you keep track of all your items, money and clues. Examine and use the contents of its pages.



You'll have many pages of notes by the time you solve the case. You can leaf through the Notebook by using the directional arrows in the small NOTE command window below the Notebook display.

SELF

Some items can be used on yourself—certain medicines, for example. When you're asked where to use an item, choose SELF.

SAVE

Each time you make a major discovery or enter a new area of the game, you should save your progress in a file with the SAVE option.

FILE 1
FILE 2
NEW
FILE 3

A battery allows you to save your game.

Making Sense Of It

This review is divided into three basic sections. The Diary presents the various questions in the game that are likely to occur to you, along with vague hints to nudge you in the right direction. The Case History pages answer many of those questions specifically. On the back of the poster is a complete map of Déjà Vu locations and passages!

Diary Of A Gumshoe

At every turn new questions will occur to you, like how do you get cab fare?

The questions are pounding in your skull like an all-night construction job. You won't get any peace until they're answered and your name is cleared of suspicion. If you don't want much help, just read the questions and hints in the Diary to point you in the right direction. If you need help later, turn to the answers in the Case History.

The Case History

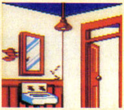
Turn to the Case History when you're completely stumped by new developments.

When the trail of clues leads you down a dead end and the future looks about as promising as a condemned warehouse, turn to the answers in the Case History descriptions. The number of the answer corresponds to the number of the question in the Diary pages, so it's easy to find the one answer that will get you going again.

Diary Of A Gumshoe

"As soon as I saw the stiff on the desk I knew my neck was on the block. But I didn't feel like a murderer. I figured I'd better keep track of the evidence I found to help clear my name."

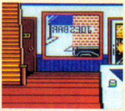
WHAT'S GOING ON HERE?



1 Washroom

Who's That In The Mirror?

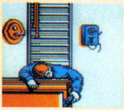
I was in a toilet stall with a head full of misery and an overcoat on a peg. I took the coat, found a gun behind it and took that, too. You never know when a piece might come in handy. I left the stall and got a shock when I looked in the mirror and saw a face I didn't recognize. Who was I?



2 Joe's Bar

Who Owns This Joint?

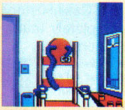
The bar was as seedy as a pomegranate and I wondered what a nice guy like me was doing in a place like that. Then I remembered that I didn't know if I was a nice guy or not. Upstairs I saw a photo–the same face as in the mirror! My head started swimming. It didn't add up.



3 Siegel's Office

Murder Most Foul?

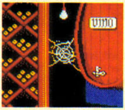
Anyway you spelled it, this guy was a dead duck. It looked like he hadn't paid his phone bill, either. Talk about your disconnections. I found a key in his pocket and another in the desk. There was a wall safe, too, and I wondered what was in it, but I didn't have the right combination to crack it.



4 Weird Room

Who Got Grilled Here?

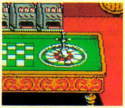
It was a weird room all right, like something out of a horror flick. All those vials of drugs, and the straps on the chairs sure weren't used for dancing lessons. I checked the wastebasket, too, found some capsules and put 'em in my pocket. Maybe they were evidence, maybe not. I'd have to find out.



5 Wine Cellar

Another Way Out?

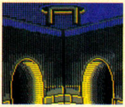
There was so much dust in the wine cellar I could have planted a flag in it and called it the moon. Another dead end, I thought. But then I saw one clean bottle and I knew someone had been here recently. What was so special about that bottle? It hadn't been opened and it was a lousy year. Strange.



6 Casino

Can I Win Some Cash Here?

Whoever owned this place had been looking to get rich quick: roulette, craps, slot machines. Was that why the guy upstairs had been rubbed out? There didn't seem to be any clues here. Still, the slot machine on the right was turned on and I had some coins. Maybe, for once, I'd get lucky. I could use a break.

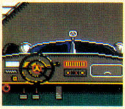


7 Sewer

Where Does This Lead?

The thought of slopping through the sewers of Chicago had about as much appeal as a holiday at a pig farm, but I had to find a way out to the street and my options were few. As I stumbled through the low tunnels I heard a loud splash behind me. I turned, but nothing was there. I wondered if I'd ever get out.

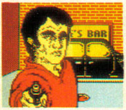
FRAMED FOR MURDER?



8 The Mercedes

What Can I Find Here?

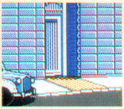
It was a nice set of wheels. The key I'd found on the dead guy opened the door. I slid in, smelled the fine leather upholstery and thought about taking it for a spin. But first I searched the glove box and found a map, a snapshot, and an address. Maybe if I went for a drive I'd learn something?



9 On The Street

Who Are These People?

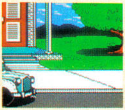
I thought a little fresh air might do me some good, but the locals had something else in mind. There were muggers and bums, and a hard looking dame who told me a yarn you could knit a set of handcuffs with. It seemed that they all wanted something from me, like I was the Salvation Army.



10 Siegel's Apartment

Am I Getting Anywhere?

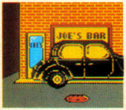
A cab took me to the address I'd found in the Mercedes, a posh place on West End. Inside was an elevator with a slot for a key card. The card in my wallet fit and I rode up to Siegel's pad. I didn't know what I was looking for, the photo? the magazine? Was any of it going to save my skin?



11 Bungalow At Kedzie

No Way In?

The cab let me out at a rundown bungalow on Kedzie, the kind of place a rat might be proud to call home. The door was locked and nobody answered the door when I pounded on it. None of my keys seemed to fit, either, and the windows were barred. Not for the first time did I wonder if I was chasing a wild goose.

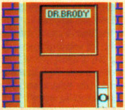


12 Peoria Street

Is This Game Blackmail?

Back at Siegel's office I tried opening the safe with the combinations I'd found at the bungalow. One of them worked! Inside was a box with a key and a folder containing an I.O.U. for a thousand clams. It had my name on it! I looked at the body and wondered; had I been desperate enough to do this?

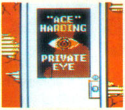
CAN I BE CURED?



13 Dr. Brody's Office

What Are All These Bottles?

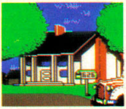
By the time I got into the office, I was in a bad way. Dizzy spells spun my head around like a stick in a whirlpool. The medicine vials meant nothing to me, but I sensed that one of them was the cure. If only I could get into the filing cabinet, I thought, I might find which medicine to take.



14 Ace Harding's Office

Who's That Behind The Door?

The frosted glass window in the door read: Ace Harding, Private Eye. The shadow just behind the door, however, didn't look like Ace Harding. After all, wasn't I Harding? The figure didn't move an inch. What was I gonna do? Walk in and say, "Hi, Ace Harding, murderer at large. How can I help you?"

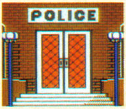


15 Sternwood's Mansion

Is The Final Answer Inside?

I'd come a long way and learned a lot by the time I reached the old estate. Somehow I felt my destiny was tied up in this place. I knocked and a butler answered. When he refused to let me in, I showed him my credentials–a fistful of knuckles! Upstairs I found two people asleep. Had they set me up?

JUSTICE?



16 The Police Station

Will The Cops Buy My Story?

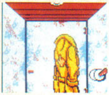
I'd gathered a pretty convincing case, I thought. But was it air-tight? Before heading to the cops I reviewed all the evidence. It was pretty clear I'd been framed, set up like a two-bit chump to take the fall. But how did I know the cops would see it my way? How could I be sure?

The Case History

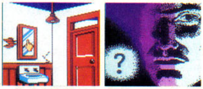
"Once I'd solved the case, it all seemed as clear as a glass full of water. I wrote down a full account for the cops and the D.A., filling in my diary, which had as many holes as a sieve."

1 Men's Washroom

Take The Coat And Gun



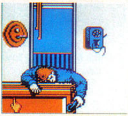
The coat was a valuable find. In the pocket was a key to Siegel's office, a card that operated the elevator in the West End apartment building and some quarters for cab fare or gambling. The gun had only three bullets.



When I looked in that washroom mirror and didn't recognize myself. I thought that maybe I had died and gone to a seedy, Hollywood version of heaven. But I didn't know my name, either, not until I saw the photo of Ace Harding in the hallway, and even then I didn't remember. At this point I didn't know how deep in trouble I was. It was just a nightmare from which I didn't know how to wake up.

3 Siegel's Office

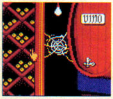
Definitely Murder

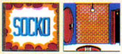


Nobody gets that many holes in them from sharpening pencils. No, this guy was down for the count, the Big Sleep, and not by choice. Turns out the key in the desk opened the front door of the bar so I wouldn't have to crawl around on the fire escape. I took a pencil, too, which was vital later when I got to the Sternwood place. Siegel had another key in his pocket–this one to the Mercedes out front. Later I found a combination to the safe when I was at the bungalow, but first I wanted to get away from the scene of the crime and think.

5 Wine Cellar

A Secret Door

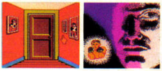




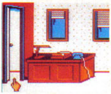
It looked like a good place to hide something; it was dark, dusty and as inviting as a crypt. At first I didn't see anything unusual about the stash of vino, but I looked at all the bottles. When your neck is on the line you learn how to be thorough in a hurry. On the right hand side of the rack was a clean bottle. Interesting. It wouldn't budge. Even more interesting. So I hit it, "Socko" and the entire rack slid away, revealing a passage. I stepped through into a secret room with a hole in the floor and a door across the way.

2 Joe's Bar

Gather Clues



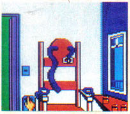
The photo gave me a clue to my identity. Then, in the secretary's office, I found a bill for some drugs. The Sherman Street address was one place I'd have to check out. The key in my pocket unlocked the inner office door.



That photo in the hallway was a real kick in the pants. So I was an ex-boxer without a memory. Maybe punch drunk? Back in the bar I'd downed the seltzer, but it didn't make me feel any better. The front door was locked and no amount of pounding would open it. Another door led down to a wine cellar. I needed another drink like a kick in the head.

4 Weird Room

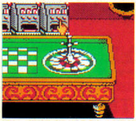
Dangerous Drugs

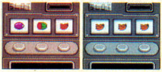


One sniff of this room told me that whoever had been here before hadn't been entertaining guests. The chair with the straps could only have been used to tie someone down, probably while forcing them to take the drugs. I took the empty capsules from the wastebasket, which turned out to be a smart move later on when I found some useful medicines. I also took note of the empty bottles for future reference, then I got out of there as fast as I could. It seemed pretty likely that the poor sap who'd been drugged in that chair was me.

6 Casino

Making A Quick Score

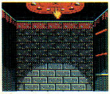




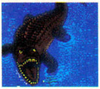
The Casino beyond the hidden door in the wine cellar didn't have any clues. Sure I looked things over, but when I came up empty I decided to take a chance. I put a quarter in the slot machine on the right. The first few times I struck out. Then I hit the jackpot. My winnings were only enough to buy a newspaper or take a few rides in a cab. As it turned out, I was to take quite a few cab rides, and the cabbies weren't too hot about breaking big bills. I came back later when I had only a few coins left and got lucky again.

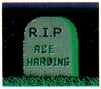
7 Sewer

Another Way Into The Bar



There were times when I had to get off the street. I figured no one would look for me underground, so I opened up a manhole and climbed down into the plumbing of the city.



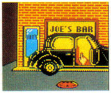


I found another way into Joe's Bar from the sewer. It went up into the secret room behind the wine rack.

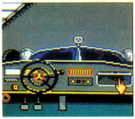
I also found a deep pool in the lowest part of the sewer–a good place to dump evidence, I thought. Then something found me. An alligator with an attitude! I blasted it in the head. If I'd hesitated I'd have been gator chow.

8 The Mercedes

More Leads



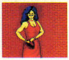
I used the key I'd found on Siegel to get into the car. The glove box had a map with directions for me to follow and a note about Mrs. Sternwood being in the trunk. There was a photo, too, Mrs. Sternwood I presumed. It looked like I was framed.



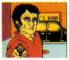
There was also a car registration made out to Joey Siegel of 1212 West End St. Either Siegel and I had been partners in crime, or someone wanted it to look that way. I'd have to check the address, I thought, and I'd have to check the trunk too. For that, I'd need the key in the wall safe.

9 On The Street

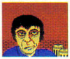
Punks Everywhere



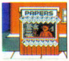
I met Sugar Shack near the cop house. She said she'd wired Siegel's car with a bomb–a sort of homecoming present now that she was out of the State Pen. Sweet as a lemon. I ended the conversation with a quick jab.



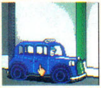
The mugger was a real clown. Three times he accosted me and earned a punch in the nose for his efforts each time. The fourth time, I gave him a twenty because he'd taken the safety off his gun.

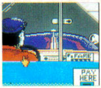


He smelled like the inside of a brewery and said he had information he'd sell for 50 cents. It was cheap, but so was the scoop. He told me a hit man was waiting at my office. So what else is new?



The guy at the newsstand looked plenty nervous when he saw me. He said the cops had been sniffing around, looking for me. The paper didn't mention the murder, just something about Pearl Harbor.

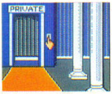




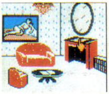
Down at the end of Peoria was where the cabbies hung out. The guy in the blue cab was nervous and rude. The hack in the yellow cab seemed okay. For seventy-five cents they took me wherever I wanted to go, but I got the feeling that they'd sing to the cops if I held back on the fare. Strangely enough, they wouldn't make change for a twenty.

10 Siegel's Apartment

More Photos, More Clues



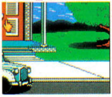
The cab dropped me at the West End address and I went into the lobby. I tried the key card from my wallet in the elevator slot. It took me straight to Siegel's apartment.



Inside the apartment I found a photo of a dame. On the back was an address at Kedzie–not a good neighborhood–but since there was nothing else in Siegel's place, I decided to check it out.

11 Kedzie Bungalow

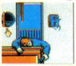
Important Developments



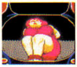
The Kedzie place was locked and there was no back way. There was nothing for it but to shoot off the lock. Inside, I found two slips of paper with numbers written on them. They looked like the combinations to a safe and I remembered the locked safe in Siegel's office. There was a diary, too, and the entry inside made my heart race. It was practically a sworn confession! Alone it might not be enough to clear me, but it seemed as if I was finally getting somewhere. There was also a key–but a key to what I didn't yet know.

12 Peoria Street

Incriminating Evidence



One of the notes in the Kedzie bungalow had the combination to Siegel's safe. Inside was an I.O.U. for $1000 I didn't remember writing. It wouldn't do for the cops to find it.



The key from the safe unlocked the car's trunk. Mrs. Sternwood, all 400 lbs. of her, was inside, unconscious. I fed her some Pentothal and she came to long enough to name an address.

13 Dr. Brody's Office

Search For A Cure

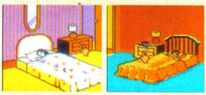
The key from the desk at the Kedzie address fit the lock to Brody's office, but it didn't open the filing cabinet and that's what I needed to see. By now I was in agony from the effects of whatever drug I had been doped with. Desperate, I shot off the lock. The files made interesting reading.

The effects of all the drugs on the shelf were outlined in the notes. Bisodiumitis looked like the antidote. I took three doses by filling the capsules from the Weird Room and my memory flooded back! Leaving, I pocketed three Pentothal bottles on a hunch.

15 Sternwood's Mansion

The Final Pieces

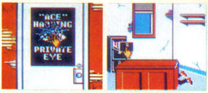
After using the knocker at the door, a butler showed up and told me to get lost. I'd come too far for that, though, and made a convincing argument with a left jab that would've floored a rhino.



Inside I checked the kitchen. Nothing. Upstairs I found the Vickers woman in the guest room. There was a blank memo on the nightstand, but I could see indentations from writing. Using the pencil, the words became clear, all too clear–who, where, when and how! Next, in the master bedroom, I found a juicy blackmail note. I had them!

14 Ace Harding's Office

An Unwelcome Visitor



My office was upstairs from Brody's. Someone was there. I saw a shadow through the pane in the door. The hit man! It was him or me. I decided it was him.

I felt bad about shooting a stranger through a door, but glad to be alive. What I really needed was information, and I got a lot from my files. But one of the files looked like it'd been planted.

16 The Police Station

Wrapping Up The Case

Now it looked like I had an airtight case. Vickers and Sternwood were behind the whole sordid mess. Three of those pieces of evidence were irrefutable. That was, unless there was an alternate explanation and motive. I remembered the items that were meant to frame me and started worrying all over again. What was to stop Sternwood from saying I was framing him? That evidence had to go.

With all the fake evidence burned or sinking to China, including the murder weapon with my fingerprints on it, I went to the police.

Case Closed!

Take Note!

Any time you're on a case you're going to find lots of evidence and even more red herrings. Keep it all straight by writing it down.

KEYS

ADDRESSES

LETTERS

NOTES

MEDICINES

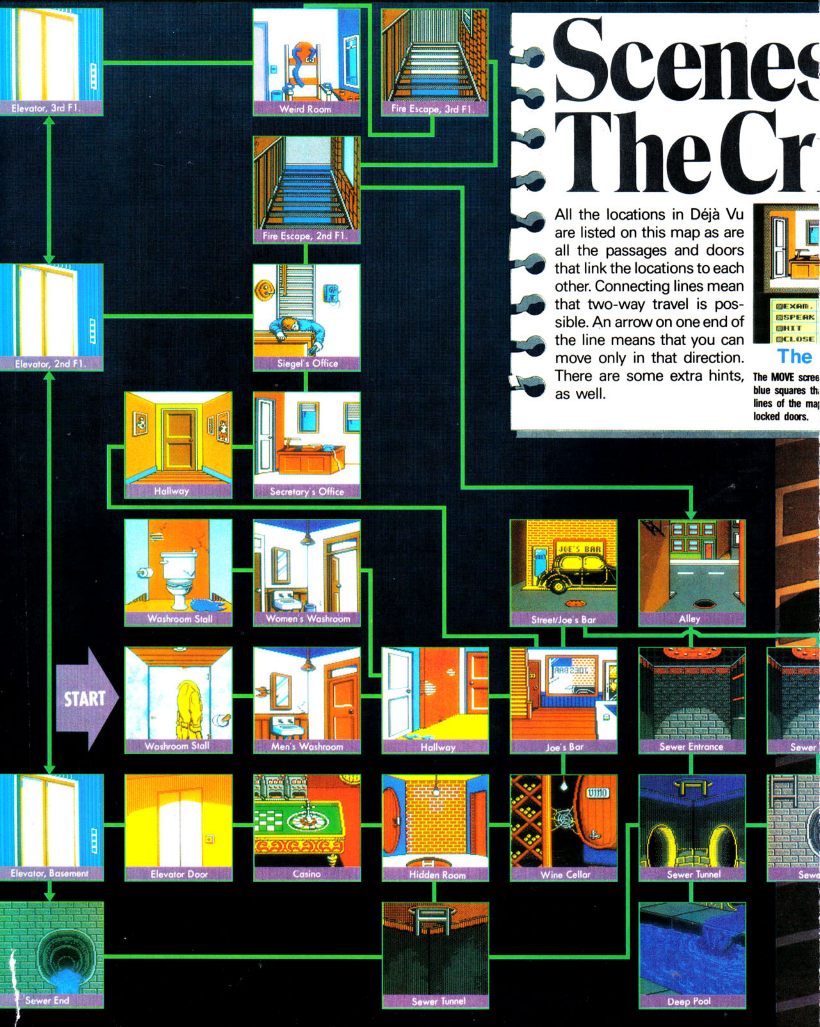
OTHER INFO

Scenes The Cr

All the locations in Déjà Vu are listed on this map as are all the passages and doors that link the locations to each other. Connecting lines mean that two-way travel is possible. An arrow on one end of the line means that you can move only in that direction. There are some extra hints, as well.

The

The MOVE scree
blue squares th
lines of the map
locked doors.


Elevator, 3rd Fl.
Weird Room
Fire Escape, 3rd Fl.
Fire Escape, 2nd Fl.
Elevator, 2nd Fl.
Siegel's Office
Hallway
Secretary's Office
Washroom Stall
Women's Washroom
Street/Joe's Bar
JOE'S BAR
Alley
START
Washroom Stall
Men's Washroom
Hallway
Joe's Bar
Sewer Entrance
Sewer
EXAM.
SPEAK
HIT
CLOSE
Elevator, Basement
Elevator Door
Casino
Hidden Room
Wine Cellar
VINO
Sewer Tunnel
Sewe
Sewer End
Sewer Tunnel
Deep Pool

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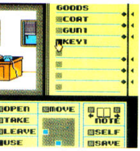
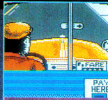
ime

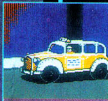

GOODS
COAT
GUN1
KEY1
OPEN
MOVE
NOTE
TAKE
LEAVE
SELF
USE
SAVE

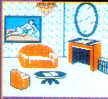
ns and Outs

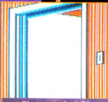
in your Command Display shows correspond to the connecting Of course, some are

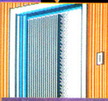
DÉJÀ VU™

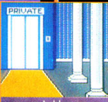

Yellow Cab

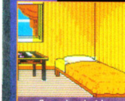

Street End


Siegel's Apartment


Elevator, 2nd Fl.


Elevator, 1st Fl.


Lobby

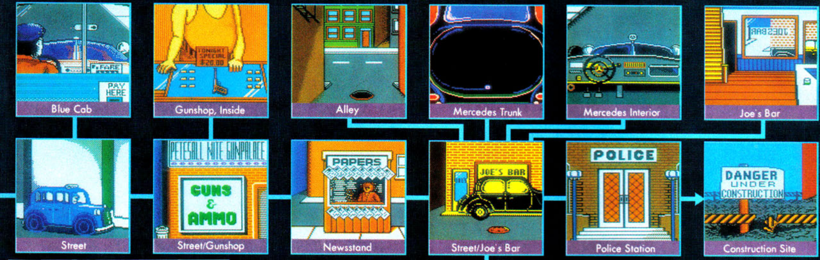

Bungalow Inside

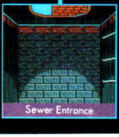
ntrance

End

Hit The Jackpot

I knew fate had dealt me a raw hand, but I was determined to make the best of it, or better. In the Casino I took my seven coins and kept playing until I hit the Jackpot. Then I had enough cab fare for most of my investigation, not just one round trip.


FARE
PAY HERE
Blue Cab
TONIGHT SPECIAL $20.00
Gunshop, Inside
Alley
Mercedes Trunk
Mercedes Interior
JOE'S BAR
Joe's Bar
Street
PETESALL NITE GUNPALACE
GUNS & AMMO
Street/Gunshop
PAPERS
Newsstand
JOE'S BAR
Street/Joe's Bar
POLICE
Police Station
DANGER UNDER CONSTRUCTION
Construction Site

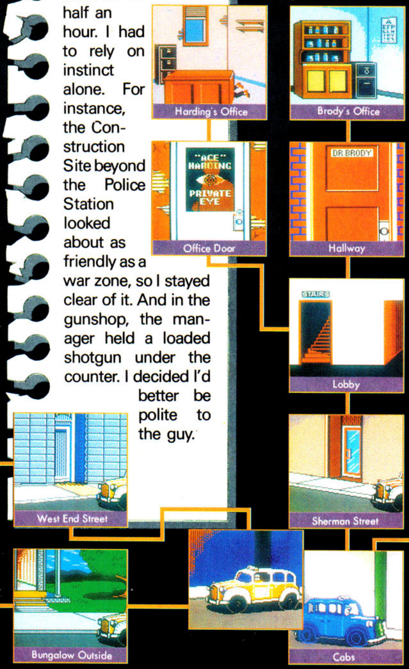

Sewer Entrance

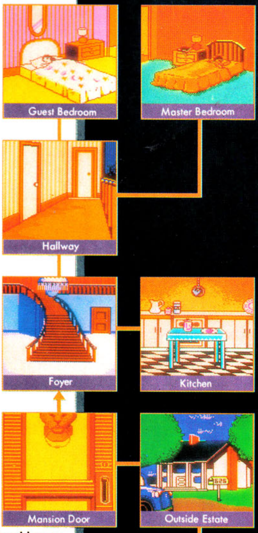
Hidden Dangers

I was on the lam, a wanted man with a smoking gun and a memory that went back all of half an hour. I had to rely on instinct alone. For instance, the Construction Site beyond the Police Station looked about as friendly as a war zone, so I stayed clear of it. And in the gunshop, the manager held a loaded shotgun under the counter. I decided I'd better be polite to the guy.

R.I.P
ACE HARDING

Save the game often. You never know when you'll make a wrong move.


Harding's Office
Brody's Office
"ACE" HARDING PRIVATE EYE
Office Door
DR. BRODY
Hallway
STAIRS
Lobby
West End Street
Sherman Street
Bungalow Outside
Cabs


Guest Bedroom
Master Bedroom
Hallway
Foyer
Kitchen
Mansion Door
Outside Estate

Confessions

I wanted to hear that I was innocent straight from the horse's mouth, or from Sternwood and Vickers at least. I put some Pentothal in the capsules and fed them to the conspirators while they slept. They didn't know it, but they spilled their guts to me about the crime. I had been framed all right, but the tables were about to turn.

NINTENDO POWER™

BRAND X SPRAY-PAINT
NO C.F.C.'s
KWIK-E-MART
KWIK E MART

WIN
BIG PRIZES

MALL
MATT GROENING

BART SIMPSON VS. THE SPACE MUTANTS™

GREMLINS 2™

THE NEW BATCH

"HI! IT'S ME GIZMO. LOTS OF THINGS HAVE HAPPENED TO ME SINCE THE FIRST GREMLINS MOVIE . . . AS A MATTER OF FACT, SO MUCH HAS HAPPENED THAT THEY MADE A NEW MOVIE ABOUT IT, AND NOW THEY EVEN CREATED AN NES GAME! BOY, IF THIS KEEPS UP I MIGHT START TO GET A LITTLE CONCEITED, YOU KNOW?"

Now you can join Gizmo, Billy, Mohawk, and a whole new batch of Gremlins as they once again turn Kingston Falls upside down in this super new NES game from Sunsoft.

"YOU THINK THAT LITTLE SQUIRT HAS A CHANCE AGAINST ME? HAHAHAHAHA!"

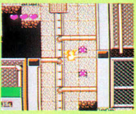
GAME PAK · DATA BOX		
GREMLINS 2		
MFG SUNSOFT		
MEMORY	1M × 2M	
	MMC3	
POWER METER		
Graphics & Sound		4.4
Play Control		3.7
Challenge & Lasting Int.		3.9
Theme & Fun		4.1

TM&©1990 WARNER BROS., INC. AND AMBLIN
©1990 SUNSOFT

IN SEARCH OF A GREAT NEW NES GAME? LOOK NO FURTHER!

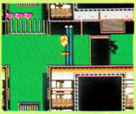
8 DIRECTIONAL SCROLLING

This feature is what makes the game feel so smooth. As Gizmo moves in any one of 8 directions, the map is updated, giving the player a better feeling of control.



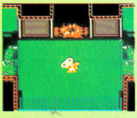
A GREAT CAST OF ENEMIES

Get ready for some wild and woolly Gremlins with lots of special weapons (like the bow from the movie) that just add to the fun.



IT'S A BIRD . . . IT'S A PLANE . . . IT'S SUPER GIZMO!

As the enemies get tougher, our little friend Gizmo is able to find special items and weapons that make each of the 5 stages seem like a whole new game.

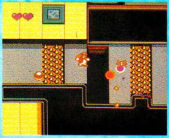


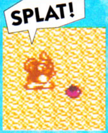
WELCOME TO THE WONDERFUL

"GIZMO'S GONNA STOP US? YOU MUST BE KIDDING!"

NO MORE MR. NICE GUY!

Gizmo's had about all a Mogwai can stand, and he's not going to take it anymore! Armed with a supply of tomatoes, our hero sets out, determined to teach Mohawk a lesson or two.



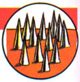


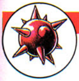
Give them a taste of Gizmo's special tomato recipe.

TRAPS, TRAPS, AND MORE TRAPS

FLOOR SPIKES

Avoid stepping or jumping here.



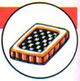


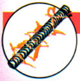
MORNING STAR

Timing your jumps is important with these around.

FIRE FLOORS

Be careful of giving Gizmo a hot foot!





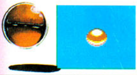
ELECTRICITY

There are lots of "live wires" about, so watch out!

HERE ARE A FEW ITEMS YOU CAN FIND ALONG YOUR WAY.

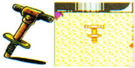
CRYSTAL BALL

Collect these to buy things from Mr. Wing.



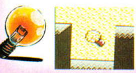
POGO STICK

Bounce off the bad guys with this handy item.



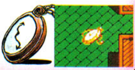
FLASHBULB

Poof! All the enemies on the screen are destroyed.



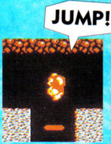
TIME STOPPER

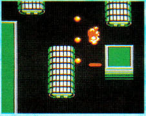
All characters except our hero, stop in their tracks.



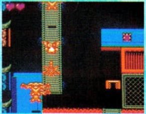
IT'S NOT EASY BEING SMALL AND FURRY

Not only does little Gizmo have a horde of nasty Gremlins to deal with, but he also must avoid the numerous traps and pits that seem to be everywhere.





Whoops! It's a long way down. . . .



Surrounded, and nowhere to go!

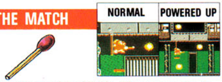
WORLD OF GREMLINS!

GREMLINS 2

"HE'S KIND OF CUTE, BUT A HERO?"

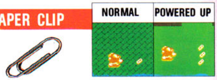
HERE ARE THE WEAPONS AVAILABLE TO OUR FURRY FRIEND:

THE MATCH



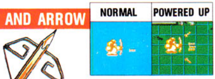
Light up the enemies with this. When powered-up, it will fire in 3 directions.

PAPER CLIP



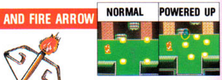
Make good use of a paper clip found in Billy's office.

BOW AND ARROW



Shoot pencils like arrows with the Bow. You can shoot 5 at a time when Powered Up.

BOW AND FIRE ARROW

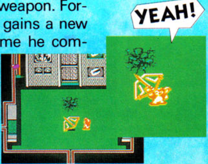


Shoot fire-headed arrows with the bow, and exploding arrows when Powered Up.

"YOU'LL BE ABLE TO KEEP YOUR WEAPONS EVEN AFTER YOU CONTINUE"

GIZMO FINDS BETTER WEAPONS

In the beginning, Gizmo can only throw tomatoes at his enemies. Throwing tomatoes may be a good way to insult someone, but it really isn't much of a weapon. Fortunately, Gizmo gains a new weapon each time he completes a level.



Now that you've had a chance to learn all about Gizmo, just turn the page and we'll give you a look at some maps that will really get you going on your adventure . . .

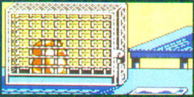
"THAT RUNT WILL NEVER MAKE IT!"

"I HAVE TO MAKE IT! EVERYONE IS COUNTING ON ME!"

STAGE 1 FROM THE LABORATORY

"COME ON, GIZMO!"

Things have gone crazy and all of the creatures in the genetics lab where Gizmo has been kept are loose. Gizmo knows that his only chance is to somehow make it to Billy's office, but that may be difficult with all these crazed creatures running around. I mean, have you ever been attacked by a giant tomato?



1-1 A LEARNING EXPERIENCE

The first stage is fairly simple, so use it to get a feel for how Gizmo moves. Be sure to practice diagonal jumping, as you will need this skill later.

Timing is very important.

SHOP

WELCOME GIZMO WHAT ITEM WOULD YOU LIKE?

▶YES NO

0100 CB

Mr. Wing's Shop is open for business.

Mr. Wing has five different items that he sells in the Shops. You can only enter each Shop once, and while inside you will have three items to choose from, so choose wisely. This first shop offers a 1-Up, a Balloon, or a Medicine Bottle.

POWER UP

This item will power up whatever weapon Gizmo is using.

BALLOON

This will keep Gizmo from falling into a pit.

MEDICINE BOTTLE

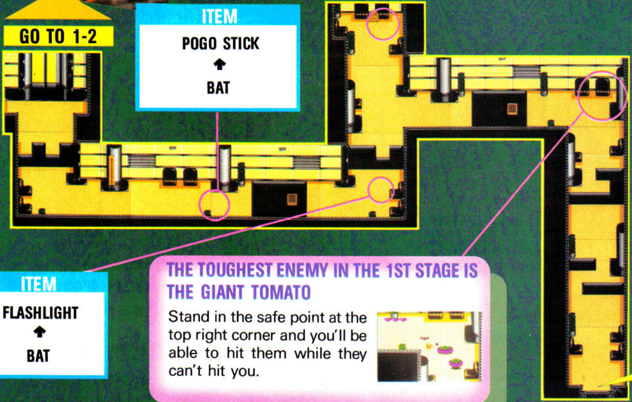
This will add an extra heart to Gizmo's strength.

1-UP

Gain an extra life!

HEART

Use this to restore Gizmo to maximum strength.



ITEM

POGO STICK
↑
BAT

ITEM

FLASHLIGHT
↑
BAT

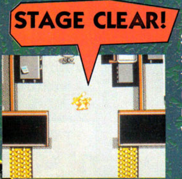
THE TOUGHEST ENEMY IN THE 1ST STAGE IS THE GIANT TOMATO

Stand in the safe point at the top right corner and you'll be able to hit them while they can't hit you.

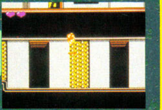
TO BILLY'S OFFICE

1-2 BILLY'S OFFICE IS TOUGHER THAN THE LAB

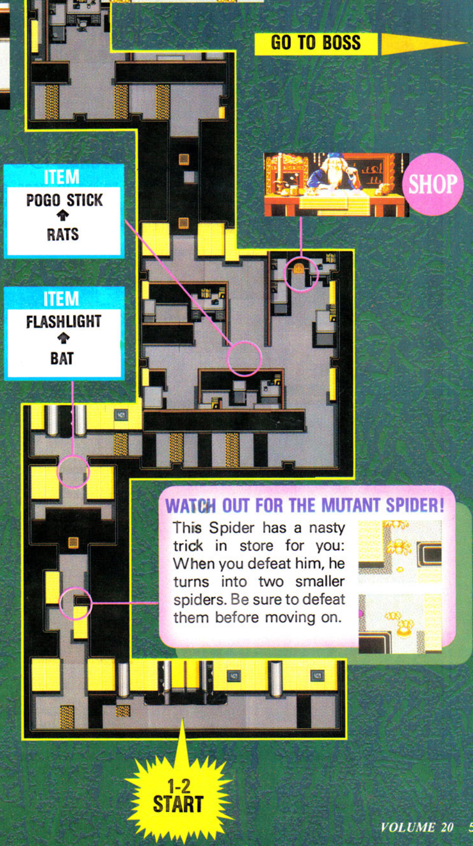
There are many more traps and pitfalls in this section, and the map is much more complex. Be sure to time your jumps well, and don't forget to visit Mr. Wing's Shop.



Since this is only the first stage, there is no boss to fight at the end. Just make it to the exit, and you'll be rewarded with a new weapon: The Match.


Avoid the floor spikes by jumping over them or running around them.

"YOU'RE NOT THERE YET, YOU PESKY LITTLE TWERP!"



ITEM
POGO STICK
↑
RATS

ITEM
FLASHLIGHT
↑
BAT

WATCH OUT FOR THE MUTANT SPIDER!

This Spider has a nasty trick in store for you: When you defeat him, he turns into two smaller spiders. Be sure to defeat them before moving on.

STAGE 1-1 ENEMIES

RATS

Don't let these super-quick pests get too close.

MUTANT TOMATOES

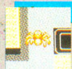
They usually move in a straight line, so you can hide in a safe spot and let 'em have it.

BATS

It's hard to predict which way these wacky bats will fly next, so always take them out right away.

NEW ENEMIES IN STAGE 1-2

MUTANT SPIDER

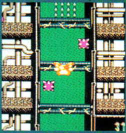

This enemy will split into 2 smaller spiders after you defeat it. Take your time and get them all.

STAGE 2 THROUGH THE AIR DUCT

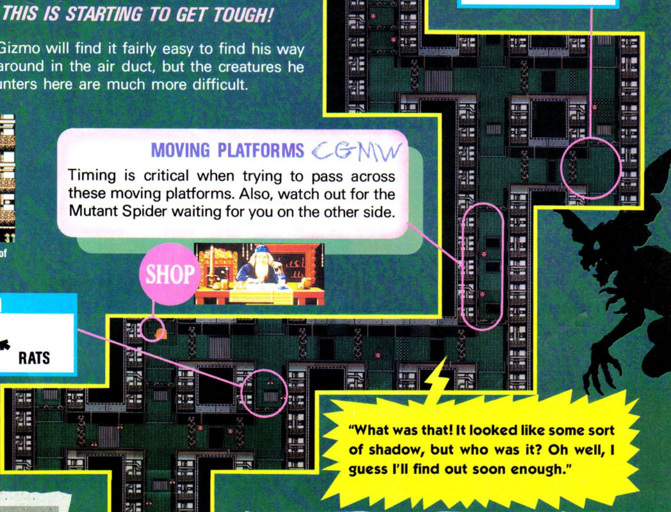
Mohawk and the other Gremlins decide to lock Gizmo up in the Clamp Center air duct system, and now he must find his way out. He manages to make his way into the basement, but finds nothing but more mischievous Gremlins fooling around and blocking his way.

2-1 *THIS IS STARTING TO GET TOUGH!*

Gizmo will find it fairly easy to find his way around in the air duct, but the creatures he encounters here are much more difficult.



Whoa! This place is full of live electric wires!



ITEM

POGO STICK ↑ RATS

MOVING PLATFORMS CGMW

Timing is critical when trying to pass across these moving platforms. Also, watch out for the Mutant Spider waiting for you on the other side.

ITEM

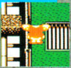
POGO STICK ↖ RATS

"What was that! It looked like some sort of shadow, but who was it? Oh well, I guess I'll find out soon enough."

2-1 START

NEW ENEMIES IN STAGE 2-1

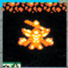
MOTION-ACTIVATED BOMBS



As soon as you get too close, these bombs will move toward you and explode. If one starts coming for you, move a few steps in the opposite direction, and it will explode harmlessly.

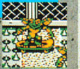
NEW ENEMIES IN STAGE 2-2

FLYING GREMLINS



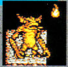
Jump up and shoot them before they get a chance to dive-bomb you.

SKATEBOARD GREMLIN



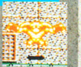
Like cool moves, but check the skin, dude. I think you've been out in the sun too long.

FIRE GREMLIN



Unless you like the smell of burning fur, jump over his fire shots.

JUMPING GREMLIN



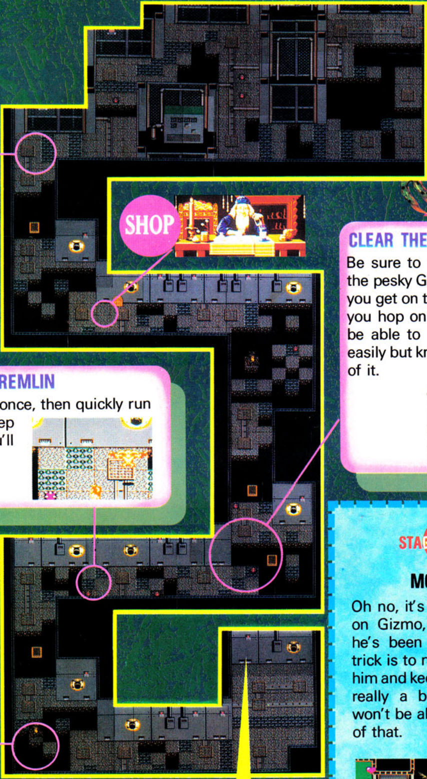
He'll hop right on top of you if you don't keep moving.

AND INTO THE BASEMENT

2-2

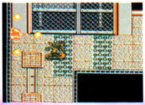
PLENTY OF GREMLINS DOWN IN THE BASEMENT

Up until now Gizmo has not seen many other Gremlins, but when he reaches the basement, they seem to be everywhere!



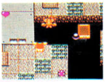
CLOBBER THE SKATEBOARD GREMLIN

If you manage to keep your distance, you'll be able to hit him while he can't hit you.



CLEAR THE ROOM FIRST

Be sure to take out all of the pesky Gremlins before you get on this platform. If you hop on first, they will be able to get rid of you easily but knocking you off of it.

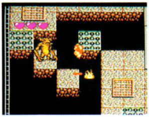


JUMPING GREMLIN

Run in close and hit him once, then quickly run back to a safe spot. Keep repeating this, and you'll finish him easily.

FIRE GREMLIN

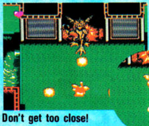
Keep jumping to avoid his fire shots, and you can move in close to take him out.



STAGE 2 BOSS

MOHAWK

Oh no, it's Mohawk! Come on Gizmo, give him what he's been asking for. The trick is to maneuver behind him and keep shooting. He's really a big coward, and won't be able to take much of that.



STAGE 3

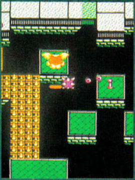
THROUGH THE CLAMP INTO THE PRESIDENT'S

Gizmo finds himself in an unfamiliar part of Clamp Centre and discovers the CATV television studio, and eventually finds himself in the office of Mr. Clamp himself!

3-1

INSIDE THE TV STUDIO

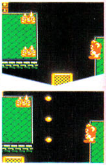
The television studio is full of new and dangerous traps and obstacles, as well as several new enemies. Gizmo will have to use all the techniques he has learned to get through this stage.



This place is full of spikes, so work on your diagonal jumping.

NEEDLE SHOOTERS!

Gizmo will have to take out the two Needle Shooters here before getting on the platform. If you wait until getting on, the cross fire will get you for sure.

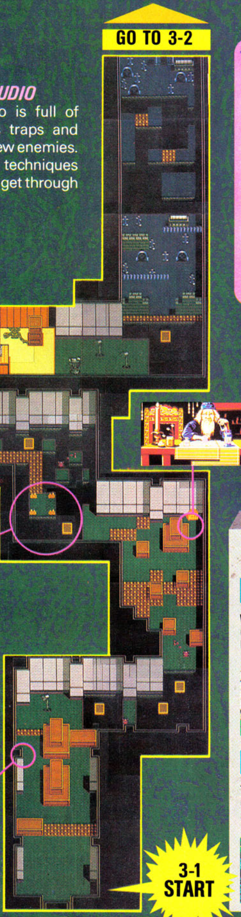


ITEM

TIME STOPPER

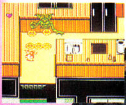
⬆

GREMLIN HAND



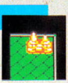
THE DREADED ROOTS GREMLIN

Wait for him to pop out of the ground and nail him right when he appears. He will always appear in the same place, so surprise him the next time he shows up.



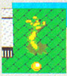
NEW ENEMIES IN STAGE 3-1

NEEDLE SHOOTER



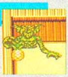
Wait for them to shoot, then quickly move into position and blast them.

GREMLIN HAND



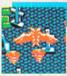
A mysterious Gremlin hand that seems to come out of nowhere.

ROOTS GREMLIN



This Gremlin is stuck in the floor up to his waist and can't move to attack.

HURRICANE BAT

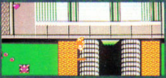


A real whirlwind of an enemy!

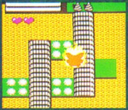
TELEVISION STUDIO AND OFFICE

3-2 CONVEYOR BELT RIDE TO NOWHERE

This stage is full of tricky conveyor belts and fire floor panels. It will be very important to keep jumping while moving through here.



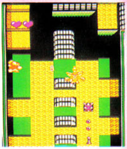
Some of the conveyor belts are easy, and will help you move quickly . . .



while others will take you right into the fire floors.

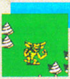
LEFT IS RIGHT? STAY TO THE LEFT AND IT'S CLEAR SAILING

Use the left side of this passage—it's much easier. Always be sure to take out all visible enemies before jumping to the next platform.

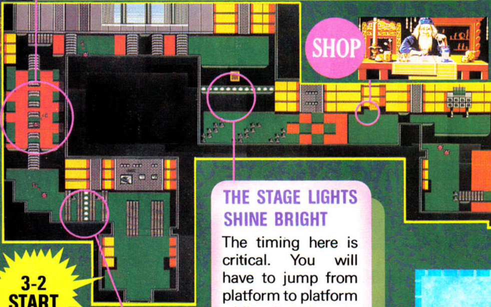
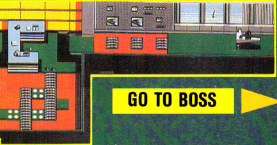


NEW ENEMIES IN STAGE 3-2

NORMAL GREMLIN



This Gremlin has no special tricks, but he's a mean one, that's for sure.

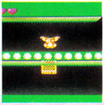



GO TO BOSS

3-2 START

THE STAGE LIGHTS SHINE BRIGHT

The timing here is critical. You will have to jump from platform to platform while jumping to avoid the studio lights as well.



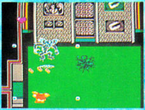
A CONVEYOR BELT TO PRACTICE ON

Stop here a while and practice maneuvering on the conveyor belts.

STAGE 3 BOSS

ELECTRIC GREMLIN

Stand up to him, Gizmo. Maneuver only enough to avoid his shots, and keep firing your bow.



STAGE 4

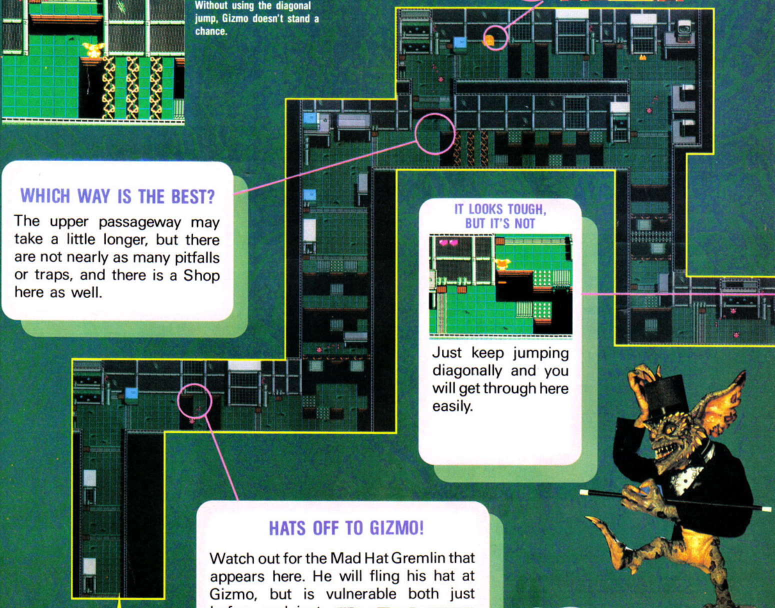
INSIDE THE

The Gremlins have gone nuts, and now Gizmo has to go back to the Genetics Lab and try to stop them before they break out and take over the entire Clamp Centre.

4-1 HURRY, GIZMO! THE FATE OF THE CITY IS IN YOUR HANDS

This is the longest stage in the game, but it is very straightforward, and Gizmo should be able to find his way to the end easily.

Without using the diagonal jump, Gizmo doesn't stand a chance.



WHICH WAY IS THE BEST?

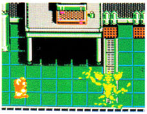
The upper passageway may take a little longer, but there are not nearly as many pitfalls or traps, and there is a Shop here as well.

IT LOOKS TOUGH, BUT IT'S NOT

Just keep jumping diagonally and you will get through here easily.

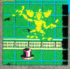
HATS OFF TO GIZMO!

Watch out for the Mad Hat Gremlin that appears here. He will fling his hat at Gizmo, but is vulnerable both just before and just after he throws.



4-1 START

NEW ENEMIES IN STAGE 4-1



MAD HAT GREMLIN

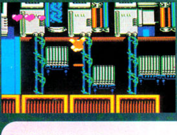
This heinous hat thrower can be real trouble.

GENETICS LABORATORY

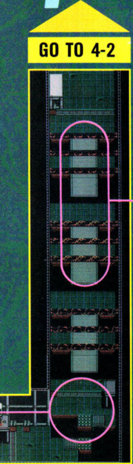
4-2

GIZMO'S GREATEST CHALLENGE

This is by far the most difficult stage for Gizmo. There are very clever enemies, more traps, and lots of pitfalls.

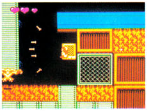


Avoid the Morning Star by jumping, and keep shooting.



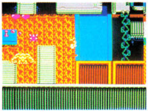
STAY ON THE PLATFORM FOR A WHILE

Don't get off of this platform until all of the enemies in this area are defeated. If you try to go on too early, you will be knocked down for sure.



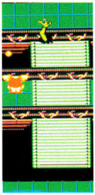
TAKE A LITTLE TIME TO DO THE JOB RIGHT

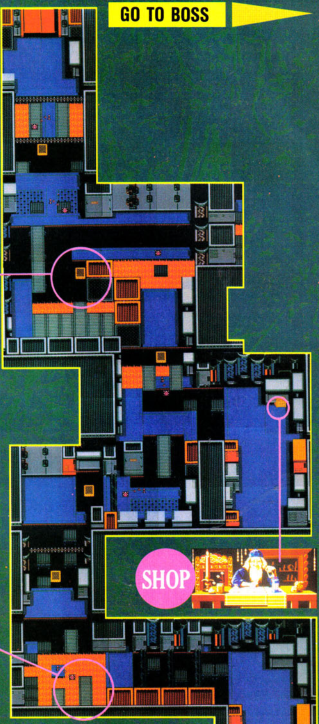
If you try to rush through this area, you're done for. Take your time and clear out all enemies before going on.

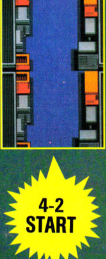


JUMP ONE EXTRA TIME

The trick here is to jump straight up one extra time on each platform. By doing this, you will be able to escape the hands that try to knock you off the platform.



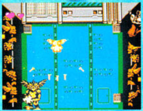




STAGE 4 BOSS

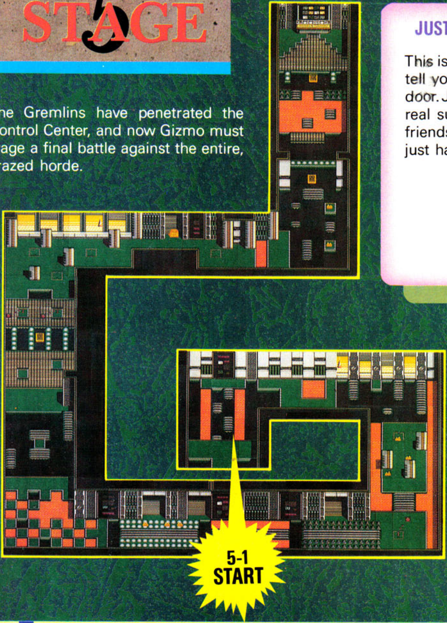
MACHINE GUN MOHAWK

Mohawk is back, and this time he's brought the heavy artillery. Just avoid the spikes and get beside him. He is having problems handling the machine gun and can only shoot straight down.



STAGE 5

The Gremlins have penetrated the Control Center, and now Gizmo must wage a final battle against the entire, crazed horde.



JUST WHO IS BEHIND ALL OF THIS?

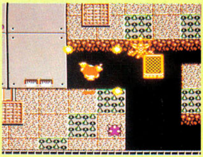
This is the final stage, so we're not able to tell you what you'll find behind the final door. Just be advised that Gizmo is in for a real surprise . . . And no fair telling your friends if you've seen the movie. They'll just have to find out on their own.

"LET ME GIVE YOU A LITTLE ADVICE"

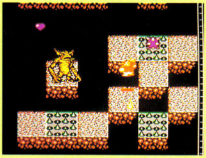
POINT OF ADVICE

MASTER THE JUMP AND SHOT TECHNIQUE

One of the big secrets in this game is that if you shoot while jumping in the air, your shot will travel farther. (We know this isn't logical, but hey, remember, this is a video game!)



The extra-long, diagonal shot will really help in tight spots.



The super-long jumping shot will allow you to hit enemies without having to jump across the pitfalls.

CAUTION!

The only thing to remember about using the jumping shot is that whenever you shoot while in mid-air, Gizmo will drop straight down, so only do this while standing in a safe place, and never do it when jumping across a pit.

SPECIAL FEATURE

GAME BOY™

The year begins for Game Boy with an adaptation of Dragon's Lair like no other, F1 Race, an excellent multi-player race car game, and many more great titles. Read on for reviews of the latest games, tips, rumors and the Game Boy Top 10.

Nintendo GAME BOY
GAME BOY
DRAGON'S LAIR
Nintendo

DRAGON'S LAIR

OFF ON
DOT MATRIX WITH STEREO SOUND
TROLL MINE
BATTERY
Nintendo GAME BOY™
A
B
SELECT
START
PHONES

Nintendo GAME BOY

F-1 RACE

Nintendo GAME BOY
GAME BOY
Super SCRABBLE

SUPER SCRABBLE

Nintendo GAME BOY
GAME BOY
BURAI FIGHTER
TAXAN

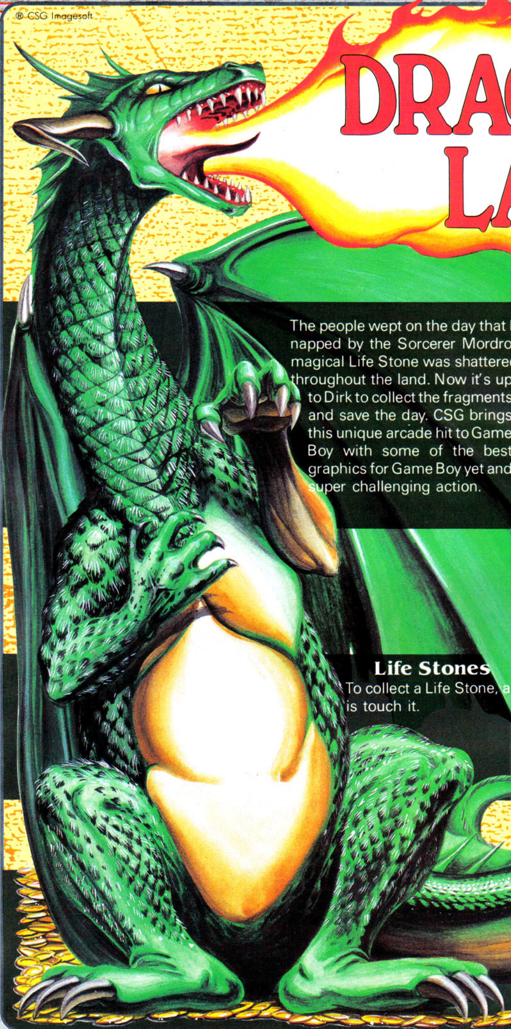
BURAI FIGHTER DELUXE

Nintendo GAME BOY
meldac
mercenary

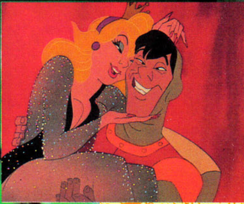
MERCENARY FORCE

® CSG Imagesoft

DRAGON'S LAIR®

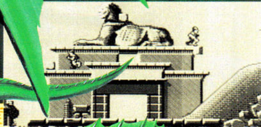


The people wept on the day that Princess Daphne was kidnapped by the Sorcerer Mordroc. At the same time, the magical Life Stone was shattered and its pieces scattered throughout the land. Now it's up to Dirk to collect the fragments and save the day. CSG brings this unique arcade hit to Game Boy with some of the best graphics for Game Boy yet and super challenging action.



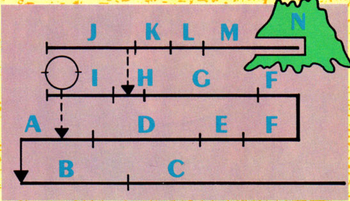
Life Stones

To collect a Life Stone, all you have to do is touch it.



The Game World

Every area of the Game World has several pieces of the shattered Life Stone for you to collect. Most are set in hard-to-reach places, but you can't ignore any of them. Below are hints for some of the more difficult areas.

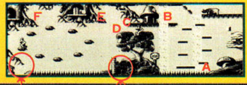


AREA	
A	THE OUTER FOREST
B	TROLL VILLAGE
C	TROLL MINES
D	VALLEY OF THE SPHINX
E	DUNGEONS
F	THE CELLS
G	SLAVE MINES
TOTAL LANDS: 14	

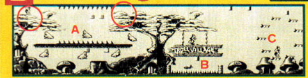
AREA	
H	TEMPLE RUINS
I	CEMETERY
J	PETRIFIED FOREST
K	CRYPT
L	DEAD LAKE
M	DESOLATE PEAKS
N	EVIL MOUNTAIN
TOTAL LIFE STONES: 194	

A The Outer Forest

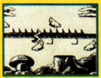
Use the spinning platforms and insects to carry Dirk up and from right to left to reach the Stones. Follow the route (letters A through F) and jump into the hole at the far left.



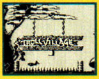
B Troll Village



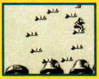
Ghosts, insects and a rabbit are going to help you get the tough Stones. In Dragon's Lair, creatures almost always carry Dirk.



Drop down onto a ghost's shoulder and jump up to the Stones. You can jump on the large spikes, but only for a short time.



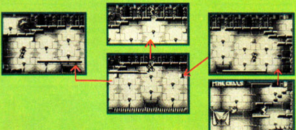
Step down onto the rabbit's back, ride out to the Stone and back to the tree where you jump off.



The insects fly in a formation that will take you to the two righthand Stones. Jump to the left.

F The Cells

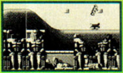
Don't get caught in Mordroc's prison Cells! Here you'll ride rotating skulls and bars.

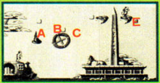


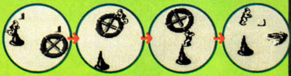
On the second level up of the Cells, you'll find two rotating bars above a bed of spikes. As soon as you leap onto the first bar, run to the left side of it so you won't get plastered against the roof before you can hop up into a hole in the roof. Good luck!

D Valley Of The Sphinx

From the branches of the tree on the left, step out onto the hat. It carries you up to position A. Then jump down to the spinning wheel for the second Stone. Now run quickly to the left, back to the hat as it starts to swing down and to the right. When you swing around, hop over to the clouds for the final Life Stones.

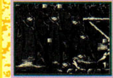


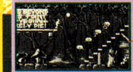




J Petrified Forest

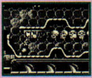
Reach the upper platform by climbing the stump on the screen to the right. Don't heed the signs.

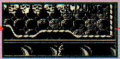




K The Crypt

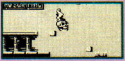
Ride the skeletons and then the rolling ball or you shall surely perish!

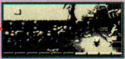




L Lake Of The Dead

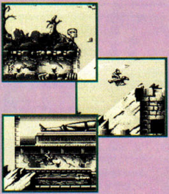
The rafts are all right, but make no bones about it, the skulls are the way to travel.





M N Evil Mountain

After the Lake of the Dead you'll find a raven waiting in a cave. Hop on his back for a ride to Evil Mountain and the greatest challenges.

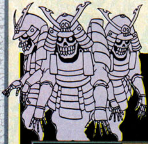


mercenary FORCE™

TM&© 1990
Meldac
© 1990
Live Planning

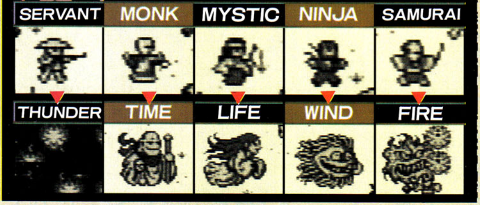
Welcome To A Nightmare

Evil has spread throughout the land and now the Shogun needs four warriors to restore peace. Mercenary Force by Meldac puts you in command of that mission. The Fighting Formations open up a new world of battle strategies.



Heroes & Hidden Powers

The team can consist of any combination. Use Transform only as a last resort.

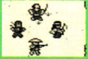


FORMATIONS

Use four fighting formations as terrain and conditions change.

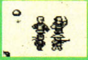
Formation Of Wind

The best formation. Put straight shooting fighters in front.



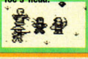
Formation Of Forest

A safe formation, but with a narrow attack focus.



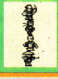
Formation Of Fire

For tight places or concentrating your fire on one small target, such as a foe's head.



Formation Of Mountain

Only use in open areas against weak frontal attacks.



Round 1

Use a balanced team (two Ninjas leading) and keep near the right edge of the screen. Fire rapidly!

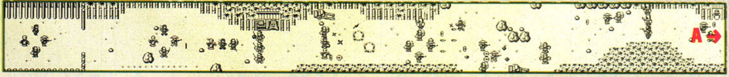
SEKIS

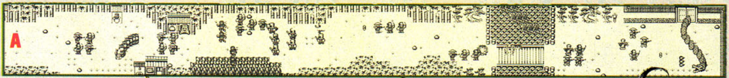
Always fill up all warriors to 30 points with Sushi,Medicine Tea.

Sushi
Medi-cine
Tea

A Yen For Yen

Start with 50,000 Yen instead of only 5,000 by pushing Up, Select, A and B at the same time when the title screen is up!





Centipede

Use the Fire Formation and aim for its head. Fill up on tea afterwards.

Manfish

Use either the Wind or Fire Formations when attacking this mixed-up fish with a human face.

Sky Dragon

Dodge up and down to avoid the Dragon's fire. Use the Fire Formation and aim at its head.

ON TO STAGE 2

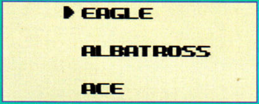
BURAI FIGHTER™

DELUXE

TM&© 1990 Taxan USA Corp.

Burai Fighter from Taxan means intergalactic shoot-em-up action. Fans of the NES hit will love this Game Boy version. Your Fighter has super control, lots of weapons, Power-Ups, Cobalt Bombs and a steady stream of alien foes to use them on. There are secret rooms, continue passwords, and both vertical and horizontal scrolling. What more is there?

Up To Speed?



▶ EAGLE

ALBATROSS

ACE

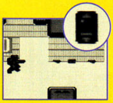
Three difficulty levels give beginners and aces what they want.

WEAPONS

A wealth of weapons is all that stands between you and a failed mission. Get four of any type of Weapon Capsule for multi-directional fire!

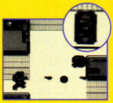
LASER

The Laser is your basic weapon, but with four Laser Capsules you can shoot in two directions at once.



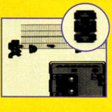
RING

The Ring fires a ring of high energy, making fast approaching enemies easier to hit.



MISSILES

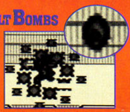
Make sure you have some Missiles when you battle the powerful aliens at the end of each stage.



ITEMS

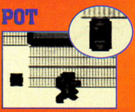
Look for special weapons to give you the edge over alien swarms.

COBALT BOMBS

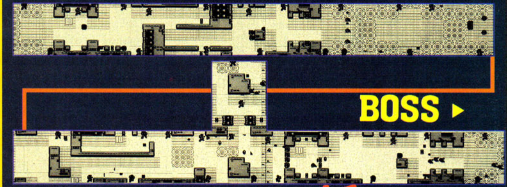


Cobalt Bomb explosions waste every enemy close-by.

POT



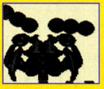
An energy capsule that circles you, zapping nearby foes.



Collect as many Power-Up capsules from defeated enemies as you can. If the meter on the bottom left reaches 8 bars, you'll get a 1-Up! Midway through Stage 1 you might earn a chance for extra capsules.

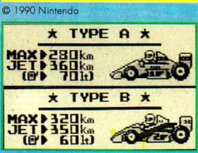
Spidey

Move clockwise and shoot Spidey in those big eyes.



F-1 RACE™

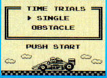
© 1990 Nintendo


★ TYPE A ★
MAX▶280km
JET▶360km
(@▶ 70lt)
★ TYPE B ★
MAX▶320km
JET▶350km
(@▶ 60lt)

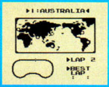
Racers, start your engines and roar into the high speed world of F-1 Race. Downshift through the turns and nitro your way through 12 different countries in the first four-player Game Boy game from Nintendo. Pick car 1A for light and easy control or car 2B for blast away high speed. But whatever the car, make sure you use your nitro wisely!

Time Trials Are The Best Place To Practice

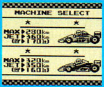
Learn the layout of each course to discover which car is best suited for each track. Then practice your cornering techniques for blazing lap times.


TIME TRIALS
▶ SINGLE
OBSTACLE
PUSH START

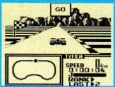
Race alone or with obstacles


▶1:AUSTRALIA◀
▶LAP 2
▶BEST LAP

Choose the country.


MACHINE SELECT

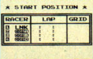
Select your car.


GO
SPEED 0km
0:00:04
RANK▶
LAST▶2

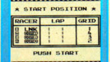
On the grid ready to go!

Multi-Racing Fun

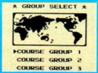
With the four-player adapter, you can now enjoy four times the racing fun. Select the car that is right for you and get ready to win!

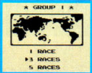

★ START POSITION ★
RACER
LAP
GRID

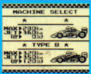
Racers link up!


★ START POSITION ★
RACER
LAP
GRID
PUSH START

A random computer selection picks positions.


★ GROUP SELECT ★
▶COURSE GROUP 1
COURSE GROUP 2
COURSE GROUP 3


★ GROUP 1 ★
1 RACE
▶3 RACES
5 RACES


MACHINE SELECT
★ TYPE B ★

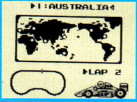
Select the circuit . . . the number of races . . . and your car.

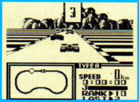
Grand Prix: Go For the Ultimate Racing Test

Get set for some high-speed action in the Grand Prix of racing.

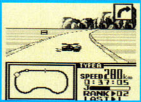
You have to win each race to go on to the next track.

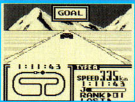
CHALLENGE! COURSE 3

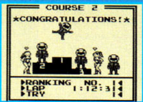

▶1:AUSTRALIA◀
▶LAP 2


3
SPEED 0km
0:00:00
RANK▶10

Follow the Grand Prix circuit around the world and test your driving skills against the Worlds best.


SPEED 280km
0:37:05
RANK▶02


GOAL
1:11:43
SPEED 335km
1:11:43
RANK▶01

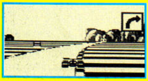

COURSE 2
★CONGRATULATIONS!★
▶RANKING NO. 1
▶LAP 1:12:31
▶TRY 1

You'll always start in last, so watch the lap counter and work your way through the competition.

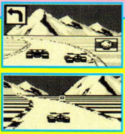
Tips To Win It All

Get the inside track on your competition with these great driving tips.

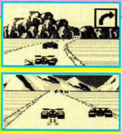
1. Put your wheels on the inside corner of the turn for maximum speed.



2. To pass quickly and safely, move to the outside of the turn.



3. Use nitro on the straights but not corners for peak performance.



© 1990 Milton Bradley

Super SCRABBLE® BRAND CROSSWORD GAME

Milton Bradley brings one of America's favorite board games to new heights in Super Scrabble for Game Boy. Play with or without the Game Link for 2-player fun!

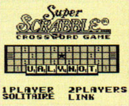
OFFICIAL GAME BOY. VIDEO LINK GAME PAK

Game Symbols

Land your letters on these special squares to double or triple your score. The center of the board is a double word score square.

- Double Word Score
- Triple Word Score
- Double Letter Score
- Triple Letter Score

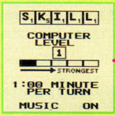
Choose Your Mode!


Super SCRABBLE®
CROSSWORD GAME
U A L W N O T
1PLAYER SOLITAIRE
2PLAYERS LINK

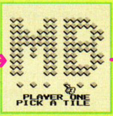
Challenge the computer, a friend, or time yourself. Use the Game Link cable or pass the game to your friend between plays in a two-player game.

One-Player Game

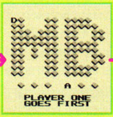
Play against a strong computer opponent for a real challenge!


SKILL
COMPUTER LEVEL
1
STRONGEST
1:00 MINUTE PER TURN
MUSIC ON

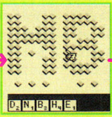
Set the computer's handicap by limiting its "thinking" time.


PLAYER ONE PICK A TILE

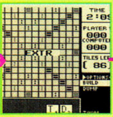
Choose a tile to see who will get the first play.


D
A
PLAYER ONE GOES FIRST

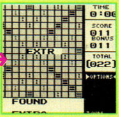
The computer picks a lower letter and the player goes first.



Choose seven tiles from the screen and prepare to spell.


EXTR
TIME 2:09
PLAYER 000
COMPUTER 000
TILES LEFT [86]
OPTIONS
BUILD
DUMP
T D

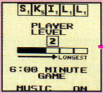
Maximize your score by placing tiles on bonus squares.


EXTR
TIME 0:00
SCORE 011
BONUS 011
TOTAL [022]
OPTIONS
FOUND

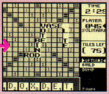
The game verifies your word and adds up your score.

Solitaire

Set your own handicap. Spell as many words as you can before your time expires.


SKILL
PLAYER LEVEL
2
LONGEST
6:00 MINUTE GAME
MUSIC ON

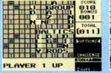
SKILL	TIME
1	5:00
2	6:00
3	7:00
4	8:00
5	9:00


VASE
ROD
TIME 2:29
PLAYER 045
SOLITAIRE
TILES LEFT [75]
OPTIONS
BUILD
DUMP
D O X D E T
ZOOM

To Link Or Not To Link… That Is The Question!

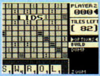
Milton Bradley's Super Scrabble allows two players to play against each other with or without a Game Link cable. Great idea, guys!

NO LINK


GROUP
BALTICS
RODS
SCORE 010
BONUS 001
TOTAL [011]
OPTIONS
CHALLENGE
ACCEPT
ZOOM
PLAYER 1 UP

Without the Game Link, the screen pauses to hide your tiles from opponent.

LINKING UP


LIDS
PLAYER 2 000
TILES LEFT [82]
OPTIONS
BUILD
DUMP
ZOOM
S W R O L

With a Game Link cable, you can see your tiles at all times. Plot your move and score big!

Build, Dump, or Zoom

Use your letters or dump them. Zoom in to see your choices.

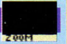
Build...

OPTIONS
BUILD
DUMP

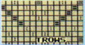
Dump...

OPTIONS
BUILD
DUMP

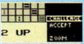
or Zoom!



Accept Or Challenge



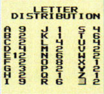
If your word isn't one of 40,000 in the game's memory, it'll let you know.


2 UP
CHALLENGE
ACCEPT
ZOOM

You can challenge your friend's spelling. If you're wrong, you lose a turn.

Keep Track Of Letters

Press Start to see how many tiles there are. Check the board to count the used tiles.

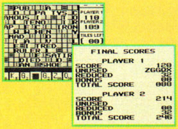


```
     LETTER
  DISTRIBUTION

A  9   J  1   S  4
B  2   K  1   T  6
C  2   L  4   U  4
D  4   M  2   V  2
E 12   N  6   W  2
F  2   O  8   X  1
G  3   P  2   Y  2
H  2   Q  1   Z  1
I  9   R  6   ▢  2
```

Lose Those Tiles

Your remaining tiles will count against you at the end of the game. Try to use as many of them as you can!


PUB
AMOUS
TENO
IRON
HEN
MAD
TRED
RULER
SATIR
DIED
AN SHOE
PLAYER 1 110
PLAYER 2 189
TILES LEFT [00]
K G G Z Q

```
      FINAL SCORES
        PLAYER 1
SCORE              120
UNUSED          ZGGQX
REDUCED             32
BONUS               00
TOTAL SCORE        088
        PLAYER 2
SCORE              214
UNUSED
REDUCED             00
BONUS               32
TOTAL SCORE        246
```

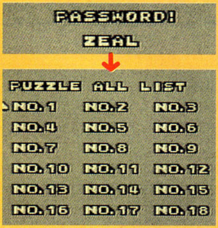
GAME BOY CLASSIFIED INFORMATION and COUNSELORS' CORNER

DAEDALIAN OPUS™

FROM AGENT #894

Stage Select

Since the stages of this super puzzler increase in difficulty as you progress, you probably won't be able to solve the advanced puzzles until you find solutions for the beginner puzzles. With this in mind, you can at least take a look at the challenges that await you with a simple Stage Select. Just enter the word "ZEAL" as your password and the "Puzzle All List" will appear, giving you the chance to land on any of the 36 different Puzzle Islands. The most advanced puzzle includes 13 pieces to be fit into a square frame. Practice with the lower level puzzles first and then give it a try!



PASSWORD!

ZEAL

PUZZLE ALL LIST

NO.1 NO.2 NO.3

NO.4 NO.5 NO.6

NO.7 NO.8 NO.9

NO.10 NO.11 NO.12

NO.13 NO.14 NO.15

NO.16 NO.17 NO.18

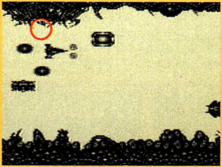
Use "ZEAL" to advance to the "Puzzle All List".

NEMESIS™

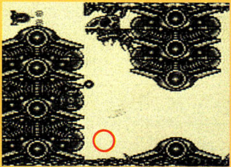
FROM AGENT #414

Bonus Stages

Our Agents have come across two mysterious entries to bonus-filled stages in this space thriller. Entering the stages is just a matter of being in the right place at the right time. Just after you defeat the second big Starship of Stage Two, blast the volcano on the ceiling and fly up very close to where it was. You'll immediately be sent to an area loaded with Bonus Capsules. In Stage Four, defeat the skull-like Re-Bone which moves through the third shaft, and fly to the bottom of the screen. There, you'll find the entrance to another Bonus Stage.



Beat the second Starship in Stage Two and fly to the top of the screen.

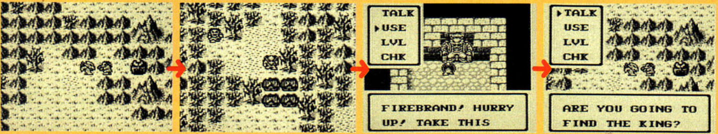


Fly to the space pictured in Stage Four to enter another Bonus Stage.

GARGOYLE'S QUEST

HOW DO I ENTER THE WARP AFTER CONQUERING THE TOWER?

Just beyond the Tower, on the second stage of this challenging quest, a creature blocks your path to the Warp. The creature will not let you pass unless you have the Candle of the Poltergeist. Return to the town in the south and find Jark. Choose the "Use" command and your character will use the Gremlin Stick on Jark. This will persuade him to give you the Candle of the Poltergeist. Then go back to the character beyond the Tower. He will see that you have all that you need to move on, and he'll step aside, allowing you to continue your journey.



FIREBRAND! HURRY UP! TAKE THIS

ARE YOU GOING TO FIND THE KING?

NOW PLAYING

Title	Company	Play Info	Power Meter G	Power Meter P	Power Meter C	Power Meter T	Game Type
Burai Fighter Deluxe	Taxan	GL	3.7	3.6	3.4	3.4	Space Action
Dragon's Lair	CSG Imagesoft	1P	3.9	2.8	3.2	3.3	Puzzle/Adventure
F1 Race	Nintendo	GL	3.3	3.7	4.0	4.0	Driving
HAL Wrestling	HAL America	GL	2.7	2.4	2.2	2.4	Wrestling
Loopz	Mindscape	GL	2.5	2.6	2.7	2.9	Puzzle Strategy
Mercenary Force	Meldac	1P	3.4	3.1	2.7	2.8	Shogun Action
Radar Mission	Nintendo	GL	3.7	3.4	3.1	3.3	Battle Strategy
Side Pocket	Data East	GL	3.2	3.2	2.8	2.9	Pool
Super Scrabble	Milton Bradley	GL	3.2	3.5	3.8	3.8	Board Game

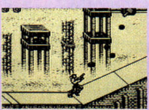
Game Boy Chart Key:

1P=One Player
GL=Game Link

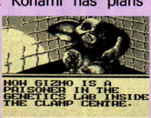
G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

Power Player Ratings range from 1 (poor) to 5 (excellent).

COMING SOON



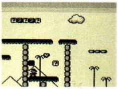
Two great new titles that you'll no doubt read about at length soon are Gremlins 2 and Operation C. Gremlins 2 from Sunsoft is completely different from the now available NES game. Ultra's Operation C is a pulse-quickening combat action game in the tradition of Super C. The hot new soccer title from Nintendo, Nintendo World Cup, is in the works for Game Boy. Another Game Boy title from Nintendo that is still in the planning stages is a tank battle featuring super cool 3-D perspective graphics. Konami has plans for a Game Boy version of Double Dribble. Kemco-Seika is working on a fantasy role playing game with a cat as the main character. In other role playing news, FCI has plans to release Ultima for Game Boy and there's already a sequel to Square's Final Fantasy Legend in the works for the Japanese Game Boy. There's no info on a possible American version at the moment.



NOW GIZMO IS A PRISONER IN THE GENETICS LAB INSIDE THE CLAMP CENTRE.

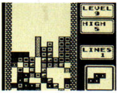
GAME BOY TOP 10

1. SUPER MarioLand



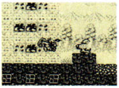
Even in black and white, the magic of Mario is super. This sensational four-stager went straight to the top!

2. Tetris



This Soviet designed monster hit has captured the mind of everyone who has played it.

3. Gargoyle's Quest

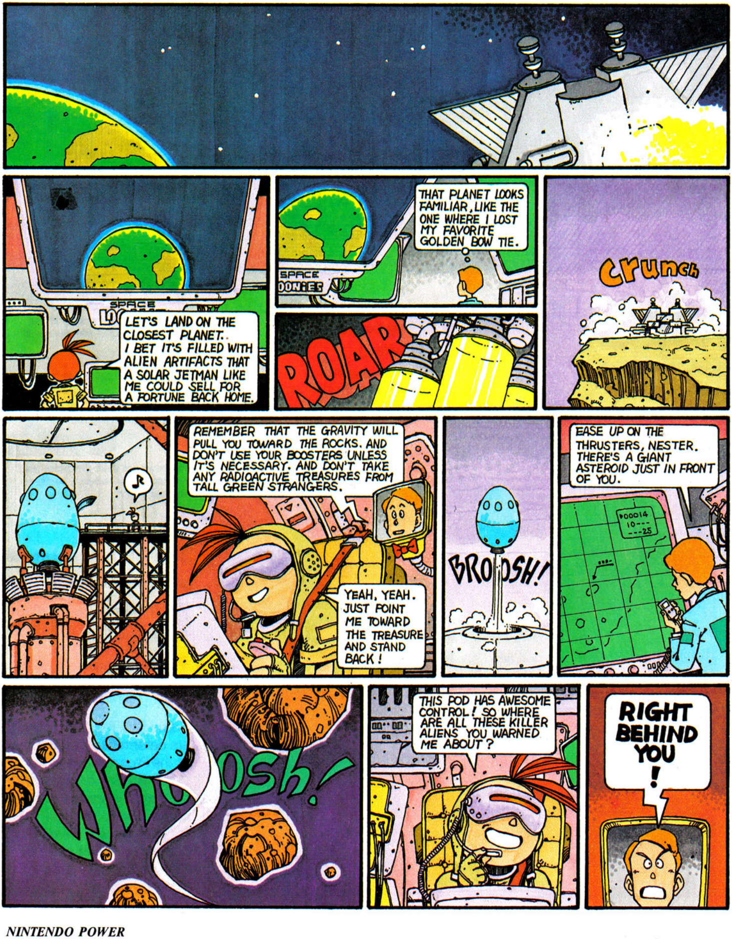


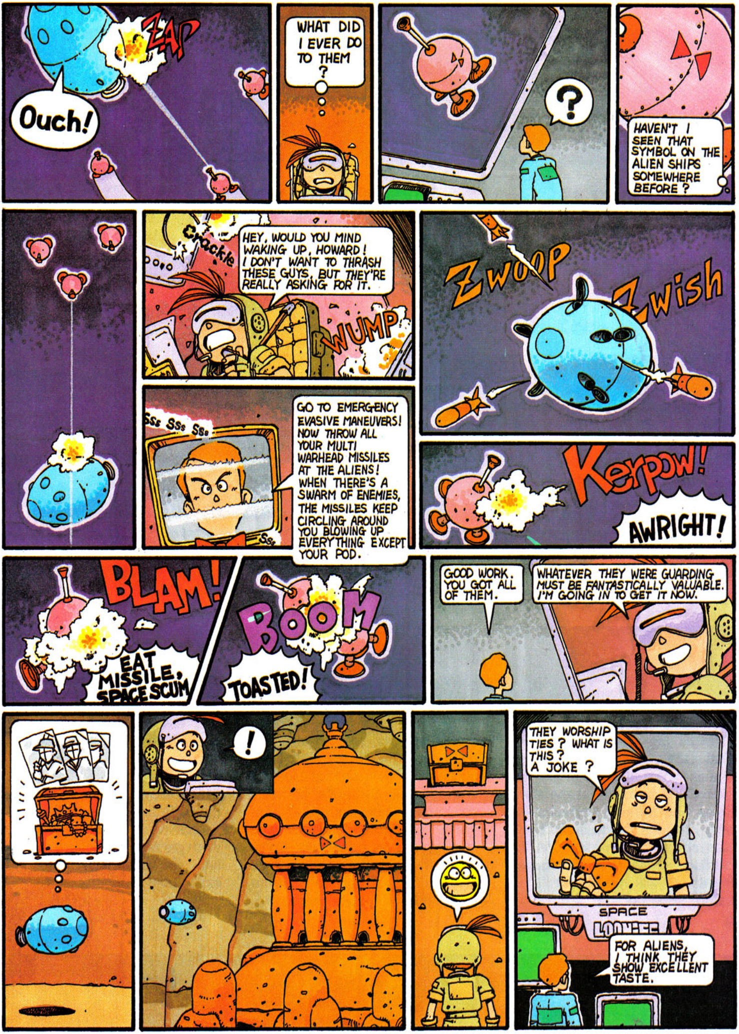
The unique and super-challenging quest of Firebrand has become a favorite of pros and players.

4. Batman
5. Final Fantasy Legend
6. Double Dragon
7. TMNT
8. Paperboy
9. Spiderman
10. NFL Football

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and the votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

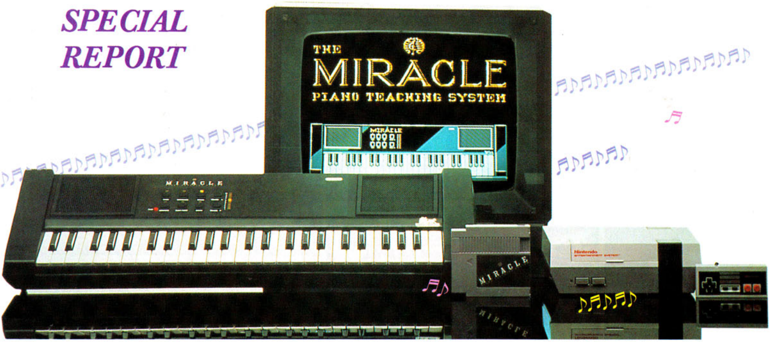
!!!!!
NESTER
HOWARD & ~~NESTER~~


SPACE LOONIES
LET'S LAND ON THE CLOSEST PLANET. I BET IT'S FILLED WITH ALIEN ARTIFACTS THAT A SOLAR JETMAN LIKE ME COULD SELL FOR A FORTUNE BACK HOME.
THAT PLANET LOOKS FAMILIAR, LIKE THE ONE WHERE I LOST MY FAVORITE GOLDEN BOW TIE.
ROAR
Crunch
♪
REMEMBER THAT THE GRAVITY WILL PULL YOU TOWARD THE ROCKS. AND DON'T USE YOUR BOOSTERS UNLESS IT'S NECESSARY. AND DON'T TAKE ANY RADIOACTIVE TREASURES FROM TALL GREEN STRANGERS.
YEAH, YEAH. JUST POINT ME TOWARD THE TREASURE AND STAND BACK!
BROOSH!
EASE UP ON THE THRUSTERS, NESTER. THERE'S A GIANT ASTEROID JUST IN FRONT OF YOU.
00014
10---
---25
Whoosh!
THIS POD HAS AWESOME CONTROL! SO WHERE ARE ALL THESE KILLER ALIENS YOU WARNED ME ABOUT?
RIGHT BEHIND YOU!


ZAP
Ouch!
WHAT DID I EVER DO TO THEM ?
?
HAVEN'T I SEEN THAT SYMBOL ON THE ALIEN SHIPS SOMEWHERE BEFORE ?
Crackle
HEY, WOULD YOU MIND WAKING UP, HOWARD! I DON'T WANT TO THRASH THESE GUYS, BUT THEY'RE REALLY ASKING FOR IT.
WUMP
Zwoop
Zwish
Sss Sss Sss
GO TO EMERGENCY EVASIVE MANEUVERS! NOW THROW ALL YOUR MULTI WARHEAD MISSILES AT THE ALIENS! WHEN THERE'S A SWARM OF ENEMIES, THE MISSILES KEEP CIRCLING AROUND YOU BLOWING UP EVERYTHING EXCEPT YOUR POD.
Sss
Kerpow!
AWRIGHT!
BLAM!
EAT MISSILE, SPACE SCUM
BOOM
TOASTED!
GOOD WORK. YOU GOT ALL OF THEM.
WHATEVER THEY WERE GUARDING MUST BE FANTASTICALLY VALUABLE. I'M GOING IN TO GET IT NOW.
!
THEY WORSHIP TIES ? WHAT IS THIS ? A JOKE ?
SPACE
FOR ALIENS, I THINK THEY SHOW EXCELLENT TASTE.

THE MIRACLE PIANO TEACHING SYSTEM

SPECIAL REPORT



Introducing The Miracle System

Is It A Miracle?

Even if you aren't a piano virtuoso, chances are you can play Mary Had A Little Lamb. But how would you like to really learn to play the piano, and have fun at the same time? The Miracle Keyboard not only provides the lessons, but it also adds other fun options, including orchestral accompaniment that will make your "Little Lamb" sound grand!

How does it work?

Through a series of software-based lessons, the Miracle will teach you the fundamentals of playing the piano. During a lesson, The Miracle System's software constantly monitors your progress, providing feedback and helping you to hone your skills. The Miracle System even makes practice fun, with several different drills and game-style exercises.

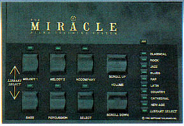
What's Included?

You may be wondering what you get with this miracle package? The Miracle System consists of a musical keyboard, a Miracle cable which allows it to interface with the NES, and a special Game Pak containing the Miracle's lessons. With the Miracle System and your NES, you'll be ready to start learning to play immediately.

Where can I get one?

Availability of The Miracle System was limited to the Chicago and New York markets before the winter holiday season, but it will be available nationwide by early this year.

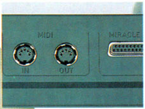
Miracle Keyboard Features

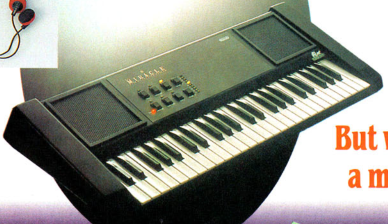

THE
MIRACLE
PIANO TEACHING SYSTEM
LIBRARY SELECT
MELODY 1
MELODY 2
ACCOMPANY
SCROLL UP
VOLUME
BASS
PERCUSSION
SELECT
SCROLL DOWN
CLASSICAL
ROCK
JAZZ
BLUES
RAP
LATIN
COUNTRY
CATHEDRAL
NEW AGE
LIBRARY SELECT

AUDIO OUT
HEAD PHONE
LT
RT

The Miracle Keyboard alone is worth almost the entire purchase price of the Miracle System. It is on par with many musical keyboards available in its price range, and has many features (not including the lessons) that make it a better value. Programmed into the keyboard are some 128 different sounds (see list) ranging from soothing harps to outrageous sound effects (dog barks, slaps and ows!). Just making noise with some of these effects is fun! The Miracle Keyboard has built-in stereo speakers that provide acceptable sound, but the keyboard is also equipped with stereo output jacks so you can run it through your home stereo speakers for big band sound. Headphones are also included so you can play in private if you like. The Miracle System's full size, velocity sensitive keys can give you the feeling of playing a real piano, and combined with the foot pedal, give advanced players a full range of expression. When you plug your Miracle Keyboard into the NES using the special Miracle cable, your NES becomes a computerized music teacher, and can receive input from the keyboard and return feedback on your T.V. screen. Advanced users can connect the Miracle System to a sequencer using the System's MIDI (Musical Instrument Digital Interface). This feature, which is not found on many keyboards in the Miracle's price range, makes it compatible with other electronic musical devices like drum machines.

MIRACLE PORT
OUT


MIDI
IN
OUT
MIRACLE



Tons of Tones

In the lessons, you'll be using the basic Grand Piano sound. However, the Miracle Keyboard has 128 other instrument sounds (called patches by musicians) that are fun to play around with, including:

12-String Guitar
Banjo
Bassoon
Big Bells
Breathy Flute
Chorus Guitar
Church Bells
Clarinet
Cup Mute Trumpet
Detuned Harp
Detuned Piano
Digital Waves
Dyno
Echo Pan
Flute
FM Piano
Fretless Bass
Frogs/Ducks
Fuzz Guitar
Glockenspiel
Grand Piano
Guitar
Hard Synth
Harmonica
Harp
Harpsichord
Horns
Jazz Guitar
Kalimba
Koto
Log Drums
Mandolin
Marimba
Mod Synth
Moog
Motor Vibraphone
Oboe
Organ
Pan Flute
Percussion
Pipe Organ
Pizzacato
Pluck Synth
Saw Synth
Saxophone
Sfz Brass
Shakuhachi
Slap Bass
Steel Guitar
Stick Bass
Stop Guitar
Strings
Syne Organ
Syntar
Synth Pad
Synth Bells
Techno Bass
Trombones
Trumpets
Tuba
Tube Bells
Upright Bass
Vibraphone
Violin
Vox
Weird Effects
Xylophone

But what makes the system a miracle are the lessons:

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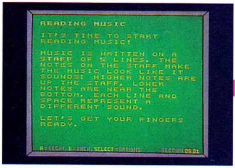
A Sample Lesson On The Miracle System

The Miracle Piano Teaching System's course of study includes 36 sections. Players with some experience can use the Miracle System to brush up on their skills and skip to advanced lessons, but if you've never played, start at the beginning. Whatever your skill level, the Miracle will listen to your playing and give you the exercises you need to improve.



READING MUSIC

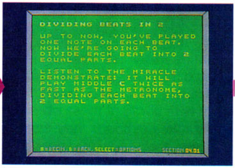
IT'S TIME TO START
READING MUSIC!

MUSIC IS WRITTEN ON A
STAFF OF 5 LINES. THE
NOTES ON THE STAFF MAKE
THE MUSIC LOOK LIKE IT
SOUNDS: HIGHER NOTES ARE
UP THE STAFF, LOWER
NOTES ARE NEAR THE
BOTTOM. EACH LINE AND
SPACE REPRESENT A
DIFFERENT SOUND.

LET'S GET YOUR FINGERS
READY.

A=BEGIN, B=BACK, SELECT=OPTIONS SECTION 05.01

1 The introductory screen tells you what you'll cover in the section, making it easy to find the topic you want to study or practice.



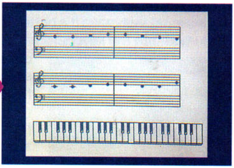
DIVIDING BEATS IN 2

UP TO NOW, YOU'VE PLAYED
ONE NOTE ON EACH BEAT.
NOW WE'RE GOING TO
DIVIDE EACH BEAT INTO 2
EQUAL PARTS.

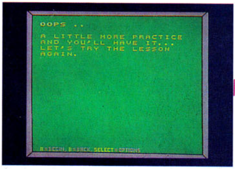
LISTEN TO THE MIRACLE
DEMONSTRATE: IT WILL
PLAY MIDDLE C TWICE AS
FAST AS THE METRONOME,
DIVIDING EACH BEAT INTO
2 EQUAL PARTS.

A=BEGIN, B=BACK, SELECT=OPTIONS SECTION 04.01

2 When you first encounter a piece, the Miracle System will demonstrate it so you'll know what it's supposed to sound like.



3 Then it's your turn. At first, there's no metronome, or beat, so you can focus on fingering. What you play is displayed on the screen.

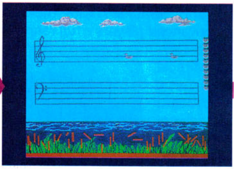


OOPS ..

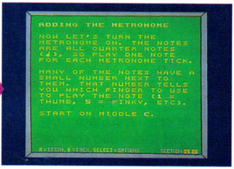
A LITTLE MORE PRACTICE
AND YOU'LL HAVE IT...
LET'S TRY THE LESSON
AGAIN.

A=BEGIN, B=BACK, SELECT=OPTIONS

4 Play the piece repeatedly until you get it right. If you're stuck, you can go back or skip ahead, but be sure to master every section.



5 In the Shooting Gallery game, the ducks cross the screen on the lines and spaces of a musical staff. Hit the correct piano key to zap them.



ADDING THE METRONOME

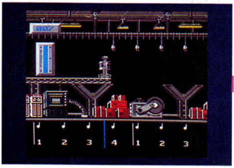
NOW LET'S TURN THE
METRONOME ON. THE NOTES
ARE ALL QUARTER NOTES
(♩), SO PLAY ONE NOTE
FOR EACH METRONOME TICK.

MANY OF THE NOTES HAVE A
SMALL NUMBER NEXT TO
THEM. THAT NUMBER TELLS
YOU WHICH FINGER TO USE
TO PLAY THE NOTE (1 =
THUMB, 5 = PINKY, ETC).

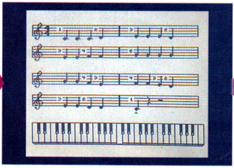
START ON MIDDLE C.

A=BEGIN, B=BACK, SELECT=OPTIONS SECTION 05.06

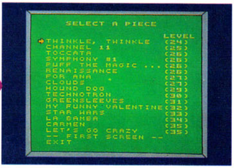
6 You'll work on a single piece of music in each section. The later sections of a lesson will teach you to play the piece accurately and in time.



7 In this rhythm game, tap the keys to the beat to keep Roboman from taking a dive.



8 Playing along with the Toolworks Orchestra makes even basic tunes sound impressive. It's fun!

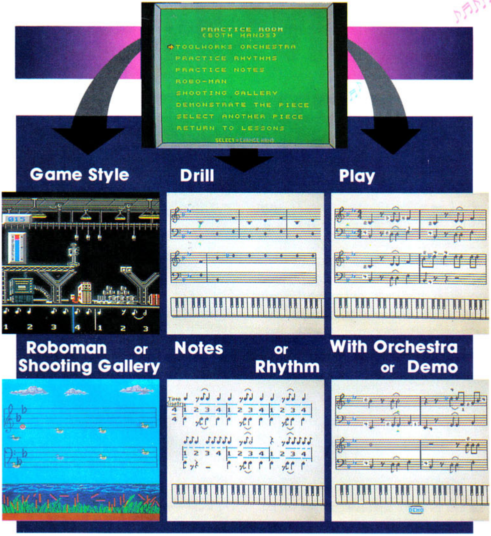


```
     SELECT A PIECE
                         LEVEL
➜THINKLE, THINKLE        (24)
 CHANNEL 11              (25)
 TOCCATA                 (26)
 SYMPHONY #1             (26)
 PUFF THE MAGIC ...      (26)
 RENAISSANCE             (26)
 FOR ANA                 (27)
 CLOUDS                  (27)
 HOUND DOG               (29)
 TECHNOTRON              (30)
 GREENSLEEVES            (31)
 MY FUNNY VALENTINE      (32)
 STAR WARS               (33)
 LA BAMBA                (34)
 CARMEN                  (35)
 LET'S GO CRAZY          (35)
 -- FIRST SCREEN --
 EXIT
```

9 You can practice any piece in the Practice Room. Repeat a section to master it.

The Practice Room

The old saying "Practice Makes Perfect" applies more to learning a musical instrument than any other activity (except possibly mastering video games). Using the Miracle System's Practice Room to go over difficult pieces is easier and more fun than repeating them in the lessons. There are many options available, and you can decide what you want to practice and how.


PRACTICE ROOM
(BOTH HANDS)
TOOLWORKS ORCHESTRA
PRACTICE RHYTHMS
PRACTICE NOTES
ROBO-MAN
SHOOTING GALLERY
DEMONSTRATE THE PIECE
SELECT ANOTHER PIECE
RETURN TO LESSONS
SELECT=CHANGE HAND
Game Style
Drill
Play
015
Roboman or Shooting Gallery
Notes or Rhythm
With Orchestra or Demo
DEMO

48 Songs To Play Along With

The Miracle System's song library contains 48 great tunes. Some of these are familiar hits, others were specially written for the Miracle System. The styles range from classical opera to rock'n roll to simple jazz. All were chosen to teach a piano playing concept.

Tunes include:

Ode To Joy
Mary Had A Little Lamb
Yankee Doodle
Old MacDonald
Jingle Bells
Worms Crawl In
Chopsticks
Amazing Grace
Twinkle Twinkle
Puff The Magic Dragon
Hound Dog
Greensleeves
Star Wares Theme
La Bamba
Carmen
Let's Go Crazy

Topics Covered

It is estimated that the average person should be able to master the Miracle System's lessons in 6 to 12 months, gaining basic piano playing skills.

1. Basics: finding keys, metronome
2. Names and locations of keys
3. Sharps and Flats
4. Rhythm, Eighth Notes
5. Reading Music
6. Treble Staff
7. Hand Positions
8. Reading Flats & Sharps
9. Sixteenth Notes
10. Ostinato Rhythm
11. Bass Staff
12. Bass Clef Sharps and Flats
13. Key Signatures
14. Measures and Bar Lines
15. Ledger Lines—Treble Staff
16. Ledger Lines—Bass Staff, Chords
17. Imitative Rhythms
18. More Imitative Rhythms
19. Playing With Two Hands
20. Time Signatures
21. Quarter Note Rests
22. More Symbols
23. Eighth Notes and Chords
24. Eighth Rests
25. Time Signature Review
26. Tied and Dotted Notes, Syncopation
27. 2/4 Time, Staccato Attack
28. Practice & Review
29. Triplet Eighths, Finger Buster Exercises
30. Review, Hound Dog
31. Broken Octaves, Sixteenth Notes
32. Using the Pedal
33. Review, My Funny Valentine
34. 6/8 Time, Star Wars Theme
35. More Syncopation, La Bamba
36. Chords, Dotted Eighth Notes and Syncopation

What's Next?

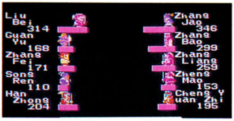
After gaining some basic mastery of the piano from the Miracle System, you can take it further by learning from a private instructor or by practicing on your own. The Software Toolworks plans to produce additional software for the Miracle System, including a Game Pak that allows you to create your own music. Sounds great!

COUNSELORS' CORNER!

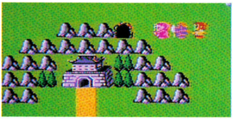
DESTINY OF AN EMPEROR

HOW DO I CROSS THE WATER IN THE CAVE BEHIND QING ZHOU CASTLE?

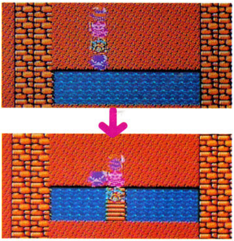
After you've taken the fortresses near Qing Zhou Castle by force, the defeated troops will flee to the castle and regroup in great numbers. Since you aren't strong enough to take the castle from the front entrance, you'll want to try a different approach. A cave opening appears behind the castle at the same time the troops flee there. Inside the cave, you'll find an uncrossable body of water and a bridge builder who has allegiance to Han Zhung. You'll find Han Zhung in the general area around the castle. Defeat his army and convert him to your side. Then promote him to the lead position in your party and have him talk to the bridge builder. The bridge will appear instantly and you will have a new route to the castle. Fight the weak rear forces and you'll easily take the castle, eventually inheriting the throne.



The regrouped forces at the front entrance of Qing Zhou Castle are too strong to defeat.



The cave behind the castle leads to a rear entrance and a more manageable victory.

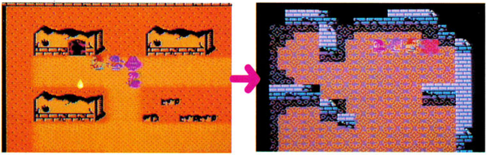


Have Han Zhung talk to the bridge builder and you will gain access to the back of the castle.

DESTINY OF AN EMPEROR

WHERE IS THE GEMSWORD?

To get the Gemsword, you'll need the Gold Key. Search for the Gold Key in the fourth level of the cave between Fan Shui Guan and Hu Lao Guan. Then go to Wang Yun's home in Luo Yang Castle. Use the Gold Key while standing on the mark in the room. The Gemsword will appear there.

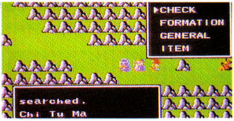


Find Wang Yun's home and use the Gold Key on the mark in the room.

DESTINY OF AN EMPEROR

HOW DO I GIVE THE GEMSWORD TO LU BU AND WHERE IS CHI TU MA?

Lu Bu and his allies guard Yang Zhou Castle. Storm the castle and defeat the allies, but leave Lu Bu and his army alone. Then offer the Gemsword to Lu Bu by using the Item Command for the character who carries the Sword. If Lu Bu does not accept the Sword, offer it to him again. If Lu Bu still does not accept the Sword after 4 or 5 offers, fight his army and cut it down to half of its original size. He should accept the Sword after your show of force. After Lu Bu takes the Sword, he'll give you a clue about the location of the horse, Chi Tu Ma. He'll say that the horse is 8 yards west and 1 yard south of Fan Shui Quan Fortress. You'll have to leave the fortress completely in order to follow his instructions. When you go through the first gate, the screen will change and another gate will appear. Go through this gate and move due south 1 step and due west 8 steps by walking around a large rock. Then check the area where you stand and you'll find Chi Tu Ma. Eventually, you'll find a General who will be able to ride this gifted horse with speed and agility.



searched.
Chi Tu Ma

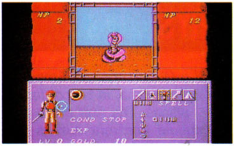
Check here to find Chi Tu Ma.

DUNGEON MAGIC

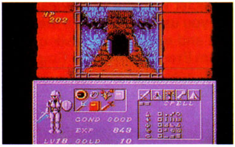
WHAT MAGIC SHOULD I START WITH AND WHAT DO I USE TO GET TO THE LEGENDARY TEMPLE?

Start your game by Baptizing with Water Magic. Water Magic offers the most protection from frontal attacks. Use the Spells represented by double horizontal lines and you will be able to cover a lot of territory from the very beginning and not be affected by attacks from weak enemies. By searching the land, you'll be able to find the swords and learn the magic that is associated with each sword.

When you learn Earth Magic, you'll be able to get to the water covered Legendary Temple. Stand at the edge of the water and use the Break Water Spell, which is represented by two sets of horizontal lines. The water will part and allow you to blaze a trail to the Temple, where you will find the Book of Runes.



Use Water Magic to protect against frontal attacks by weak enemies.

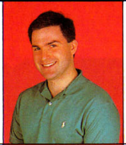


With the Break Water Spell, you can blaze a trail to the Legendary Temple.

GAME PLAY COUNSELOR PROFILES

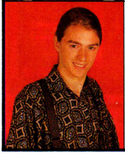
Name: Tony Clayton

Became GPC: August, 1989
Hobbies: Skiing, Golf, Bass Guitar
Best NES Accomplishment: Beat Chaos in Final Fantasy with a Knight and Ninja at Level 26
Favorite NES Game: Mega Man II



Name: Tom Kristensen

Became GPC: March, 1990
Hobbies: Riding Motorcycles, Playing Soccer, Reading, Parachuting, Fishing
Best NES Accomplishment: Completed Jackal with one Jeep
Favorite NES Game: A tie between Metroid and Final Fantasy



Name: Josh Shepard

Became GPC: August, 1989
Hobbies: Skateboarding, Art, Music, Climbing, Hiking, Skiing
Best NES Accomplishment: Completed Kid Icarus in one life
Favorite NES Game: Romance of the Three Kingdoms

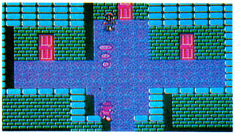
Name: Caesar Filori

Became GPC: September, 1989
Hobbies: Music, Beating other GPC's at Baseball Stars, Playing Australian Rules Football
Best NES Accomplishment: Completed Contra in 15 minutes, in one life, with the Power Glove
Favorite NES Game: Mega Man III

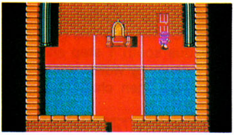
CRYSTALIS

WHERE IS THE FLUTE OF LIME?

The Flute of Lime has the power to break people free from a statue-like state. You'll get it from the Queen in the village of Portoa after you have accomplished a few tasks. When you reach the village, enter the castle and speak to the Queen. She'll give you no valuable information. Leave the Queen and talk to the Fortune Teller. Then return to the Queen. Again, she will offer nothing new. As you leave her castle this time, turn around when you are outside and re-enter. When you are just inside the castle, take one step to the left and freeze the guard who stands just outside of the Queen's chamber with Paralysis. If you don't freeze him, he'll step over to the door and block you from entering the chamber. When you enter the Queen's chamber this time, the Queen and her chamber guard will be gone. Enter a cave through the back door of the chamber, then return to the chamber again. Leave the castle once more and return to the Fortune Teller. Finally, go back to the Queen. She'll reward you with the Flute of Lime. Once you have the Flute, you'll bring the statues in the cave behind the waterfall back to life.



Freeze the guard outside of the Queen's chamber with Paralysis.



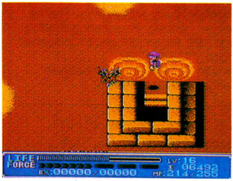
Then enter the chamber. You'll be free to go through the back door.

CRYSTALIS

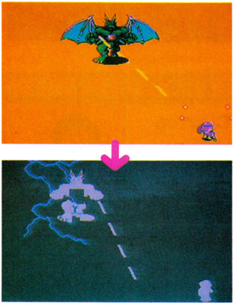
HOW DO I DEFEAT THE EMPEROR?

You'll find the evil Emperor, Draygonia, in two different places. The first place that you should confront him is the second level of the Pyramid, east of Sahara. Make sure that your character is built to at least Level 16 Experience and use the Sword of Thunder and Storm Bracelet to defeat him. You should also have the Power Ring for extra strength. After you defeat him, you'll receive the Psycho Armor and the Bow of Truth. Your second battle with Draygonia will take place in the underground cave, north of the Pyramid. Use the Bow of Truth against him and he'll reveal his true identity. Then equip your character with the same weapons that you used against him the first time and release the power of the Storm Bracelet when the Emperor fires Laser Beams.

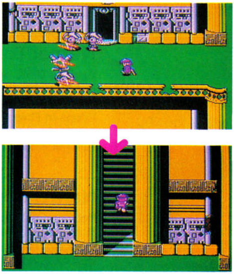
After you defeat the Emperor for the second time, you will be transported to the Tower. Use the Warrior Ring to rapidly fire upon the enemies of the Tower. When you've defeated enough enemies, the screen will flash and an escalator will appear to take you to the next Tower level. Eventually, you'll meet with Asina and earn the mighty Sword, Crystalis.



Once you have defeated Emperor Draygonia in the Pyramid, you'll be equipped to fight him in the underground cave north of the Pyramid.



The Emperor is vulnerable to your attack only as he is firing Laser Beams.

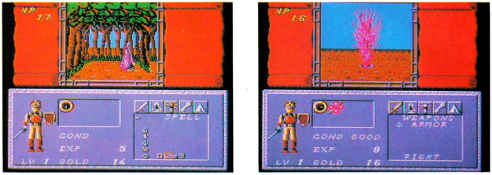


When you defeat enough enemies in the Tower, you'll be able to ascend to the next floor.

DUNGEON MAGIC

HOW DO I GET THE SWORD OF FIRE?

The Sword of Fire is encased in ice in the forest northwest of Gran. With Fairy Magic, use the Thunder Spell (a single dash) and the ice will melt. Then take the Sword to the Fire of Serpents. It will glow and energize, giving you the ability to Baptize in a town with the Fire Magic.

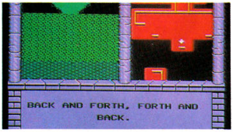


Break the ice with the Thunder Spell and go to the Fire of Serpents.

SWORDS AND SERPENTS

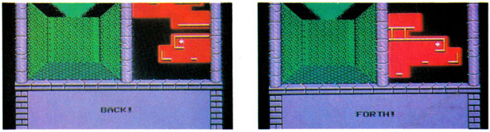
HOW DO I ESCAPE THE SOUTH HALF OF LEVEL 10?

Double doors separate the north and south in Level 10. The doors will not open from the southern side unless you touch the panels on either side of the doors in a particular order. There's a clue that says "Back and Forth, Forth and Back" and the panels give the messages "Back" and "Forth" when you touch them. Touch the "Back" panel first. Then touch the "Forth" panel, step away and touch it again. Finally touch the "Forth" panel once more and the doors will open.



BACK AND FORTH, FORTH AND BACK.

The clue is just south of the doors.



BACK!

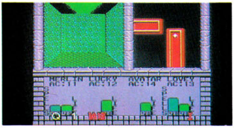
FORTH!

Touch the panels in the order given by the clue and the doors will open.

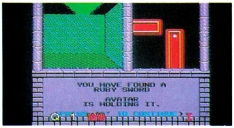
SWORDS AND SERPENTS

WHERE IS THE RUBY SWORD?

Level 11 is known as "The Sword" because the walls are shaped in Sword-like patterns. Make your way to the inside tip of this Sword and take 7 right turns. The Ruby Sword will magically appear. Equip a fighter with the Sword and continue your quest for other Ruby items.



Venture to the tip of the Sword.



YOU HAVE FOUND A RUBY SWORD

AVATAR IS HOLDING IT.

After 7 right turns, you'll find the Ruby Sword.

I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 a.m. to midnight Pacific time.

PLAYER'S PO

GRAND PRIZE

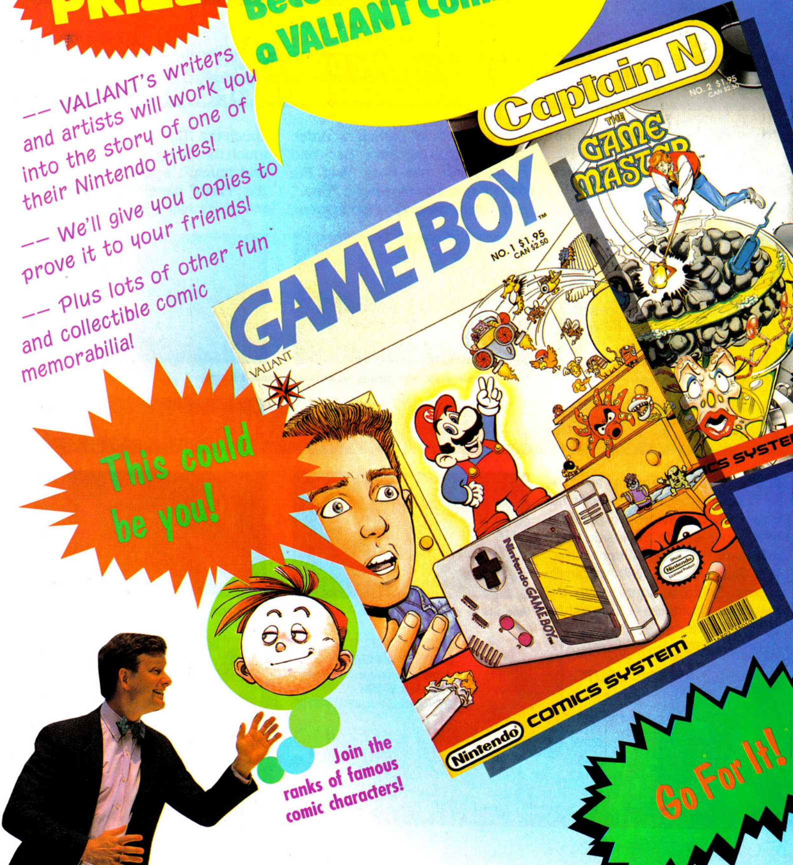
Become a character in a VALIANT Comic Book

-- VALIANT's writers and artists will work you into the story of one of their Nintendo titles!

-- We'll give you copies to prove it to your friends!

-- Plus lots of other fun and collectible comic memorabilia!

This could be you!


Captain N
NO. 2 $1.95 CAN $2.50
THE GAME MASTER
GAME BOY
NO. 1 $1.95 CAN $2.50
VALIANT
Nintendo GAME BOY
Nintendo COMICS SYSTEM
Official Nintendo Licensed Product

Join the ranks of famous comic characters!

Go For It!

LL CONTEST

ND
ZE

10 Winners **A Collector's Set Of VALIANT's Nintendo Titles!**

You'll get autographed copies of Valiant's official comics starring characters from your favorite Nintendo games: Super Mario Bros., Captain N and The Legend Of Zelda. A must-have "double bag" comic collector's spectacular!

Nintendo COMICS SYSTEM
The Legend of ZELDA
VALIANT
SUPER MARIO BROS. Special Edition
GAME BOY

THIRD PRIZE

50 Winners

Nintendo Power Jerseys!

NINTENDO POWER
CONTENTS GAME BOY
New Games
REVIEWS
VIDEO Shorts
COUNSELORS' CORNER
NES ACHIEVERS

OFFICIAL CONTEST RULES
(No Purchase Necessary)

To enter, just fill out the Player's Poll response card or print your name, address and telephone number on a plain, 3X5 piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1991. Not responsible for lost, stolen, or misdirected mail.

On or about February 15, 1991, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine, Nintendo of America Inc. and VALIANT without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after February 30, 1991 by sending a self-addressed stamped envelope to the address listed above.

BECOME A NINTENDO COMIC BOOK CHARACTER: Nintendo will arrange for the winner to appear as a character in one issue of a VALIANT comic book. Actual title, story circumstances and publication date to be determined by Voyager and Nintendo. Any winner under the age of 14 must provide written parental consent and release. Some restrictions apply.

A portion of the proceeds from the sale of this special VALIANT comic book will be donated to RIF (Reading is Fundamental).

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

September/October 1990 Issue Player's Poll Contest Winners

Grand Prize Winner

Patty Williams Shrewsbury VT

Second Place Winners

Checansky	Scott	San Jose	CA
Hartwick	Edward	Cass City	MI
Hazelton	Cliff	Bellingham	MA
Henneise	Robert	Mesquite	TX
Koopman	Jason	Hamilton	MI
Planos	Robert	Tulsa	OK
Porter	Greg	Menasha	WI
Ricci	Bill	Col. Heights	MN
Rosko	Brian	Mechanicville	NY
Show	Keith	San Antonio	TX
Simpson	Kevin	Raleigh	NC
St. Clair	Justin	Abilene	TX
Thomas	Jon	Lincoln	AL
Wheeler	John	Northridge	CA
Wong	Shashe	Boulder	CO

Third Place Winners

Baker	Jonathan	Cranford	NJ
Belman	David	Waukesha	WI
Blanchard	Shane	Napoleonville	LA
Boisvent	Andrew	Morrisville	VT
Cline	George	Swanton	VT
Cobble	Jeff	Los Alamos	NM
Arce Colon	Jacob	San Juan	PR
Crow	Jeff	Cedar Rapids	IA
Davenport	Justin	Kansas City	MO
Dowling	Kevin	St. James	NY
Eswine	Tina	Las Vegas	NV
Fertig	Mike	Wheeling	WV
Frederick	Tony	Front Royal	VA
Gates	Carey	Columbus	IN
Haas	David	Springfield	IL
Hansen	Eric	Beaverton	OR
Hardin	Billy	Las Vegas	NV
Harn	Lloyd	Auxvasse	MO
Hartfelder	Steve	Placentia	CA
Hawkings	Robert	Baltimore	MD
Butterfield	Jason	Salt Lake City	UT
Carder	Richard	Hoopeston	IL
Dubravsky	Ethan	South Berwick	ME
Heacks	Adam	Ocean View	NJ
Herman	Kelson	San Francisco	CA
Horn	Larry	Fayetteville	NC
Hoxeng	Matthew	Yankton	SD
Kane	Lucas	Nashville	TN
Kikawa	Jeanelle	Honolulu	HI
Leader	Ray	Dallastown	PA
Locke	Casey	Kankakee	IL
Loomis	Kasey	Hoquiam	WA
Maysetti	Joe	Wexford	PA
McCraw	Chris	Simpsonville	SC
Menden	Chris	Two Rivers	WI
Mettee	Andy	Lutherville	MD
Mimms	Christopher	Wilmington	NC
Murphy	Shawn	Phoenix	AZ
Myners	Mary Ann	Greenacres	WA
Pagano	Nick	Oceanside	NY
Pinkstaff	Mike	Scottsdale	AZ
Rinke	Chad	Romeo	MI
Rogers	Brian	Swartz Creek	MI
Schmidt	Stephanie	Clintonville	WI
Smith	Eric	South Portland	ME
Taylor	Patrick	Pensacola	FL
Tetzlaff	Brian	Brandon	FL
Thrash	Robert	Metoirie	LA
Wiggy	Zac	Tulsa	OK
Winthers	Ansalee	Camp Hill	PA

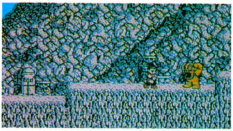
NOW PLAYING

January 1991

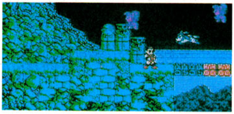
Here's a glance at some recent releases that didn't score feature coverage but may appeal to some players.

CONQUEST OF THE CRYSTAL PALACE

This game combines sword swinging action with a quest for special items. A young hero must conquer great obstacles and enemies to save the Crystal Princess from an evil king. He can purchase healing herbs and many powerful weapons.

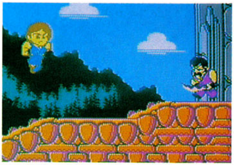


With a special whistle, he can call upon a helpful fighting dog which assists in the battle much the same way the falcon in 8 Eyes contributes to the fight.

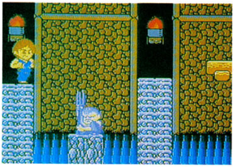


JACKIE CHAN'S ACTION KUNG FU

The greatest feature of this martial arts adventure with Kung Fu specialist Jackie Chan is the size and movement of the main character. He can jump, kick in the air, flip backwards and land on his feet every time.

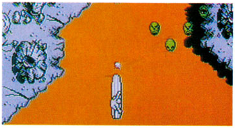


The Play Control is smooth and the action is very quick. If you're a fan of action-packed fighting games with good graphics and characters on the humorous side, this is one that you'll enjoy.

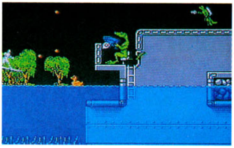


SILVER SURFER

The mighty Marvel Comics character, the Silver Surfer, makes his way to the NES with a fun and challenging action game.



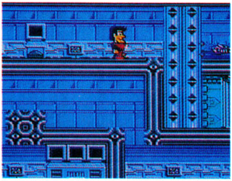
Take on six challenging stages in any order and blaze through to confrontations with the Silver Surfer's most powerful super villain foes.



In some stages, the action is shown from overhead, and in some, the view is from the side. Since the hero can be defeated with one stray hit at the beginning, the game can be frustrating. He does grow stronger as you play, though.

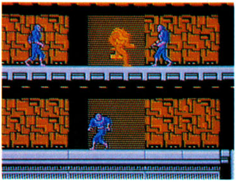
THE ADVENTURE OF RAD GRAVITY

Space adventurer Rad Gravity is on a planet-hopping mission to destroy an evil super computer. Join in on the action for another fun jumping and shooting game for the NES.



WEREWOLF

The action is fast and furious in this comic book like monster thriller. Face off with enemies in human form to earn the ability to transform into a power-packed Werewolf.



ARCH RIVALS

Straight from the arcades to your NES, Arch Rivals is a not-so-serious look at on-the-court action. There's no need to follow the rules in this basketball game because there are no rules!

TYRONE
HOME
003
006
02:37
VINNIE

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
The Adventure of Rad Gravity	Activision	1P/Pass	3.4	3.1	2.9	3.3	Sci-Fi Action
Arch Rivals	Acclaim	2P-S	2.9	2.9	3.0	3.3	Basketball
Chase HQ	Taito	1P	2.7	3.0	2.7	2.5	Driving
Conquest Of The Crystal Palace	Asmik	1P	3.4	3.8	3.4	3.4	Hero Quest
Déjà Vu	Kemco-Seika	1P/Batt	3.8	3.8	4.3	4.5	Detective Adventure
Dragon's Lair	CSG Imagesoft	1P	3.9	2.1	3.0	3.4	Puzzle Action
F.P. Fire House Rescue	GameTek	1P	2.4	2.9	1.8	2.6	Education
Gremlins 2	Sunsoft	1P/Pass	4.4	3.7	3.9	4.1	Sci-Fi Adventure
The Immortal	Electronic Arts	1P/Pass	4.3	3.7	4.2	4.3	Dungeon Adventure
Jackie Chan's Action Kung Fu	Hudson	1P	3.6	3.7	3.3	3.2	Martial Arts
Little Ninja Brothers	Culture Brain	2P-S/Pass	3.1	2.6	2.2	2.7	Ninja Action
Mega Man III	Capcom	1P/Pass	4.5	4.2	4.2	4.0	Sci-Fi Adventure
Miracle Piano Teaching System	Software Toolworks	1P	3.9	3.3	3.6	4.1	Music Education
Ninja Crusaders	American Sammy	2P-S	2.8	3.0	2.8	2.9	Ninja Action
Puzznic	Taito	2P-S	3.1	3.1	3.4	3.5	Puzzle
Silver Surfer	Arcadia	2P-A	3.6	3.0	2.9	2.9	Super Hero Action
Thunder and Lightning	Romstar	2P-S	2.7	2.9	2.6	2.7	Puzzle Action
Werewolf	Data East	2P-A	3.5	2.9	3.2	3.2	Monster Action

LISTING KEY

You can get the most out of our new game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

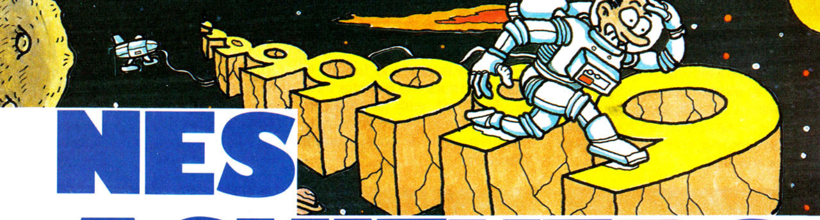
Games are made to be played with from one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-A = TWO PLAYER ALTERNATING
2P-S = TWO PLAYER SIMULTANEOUS
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo headquarters rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■ADVENTURES IN THE MAGIC KINGDOM

Brenda and Michael Kenny▶	Riverdale, MD▶	Finished
Chris Stepien▶	Enfield, CT▶	Finished
Scott Gross▶	Vadnais Heights, MN▶	Finished
Ryan Holland▶	Clearwater, FL▶	Finished
Mike Holmes▶	Bridgewater, MA▶	Finished
Matt Colman▶	West Bloomfield, MI▶	Finished
Winnie Van Devanter▶	Poolesville, MD▶	Finished
Stephen Landsman▶	Hoboken, NJ▶	Finished
Mark Kim▶	Walnut Creek, CA▶	Finished
Joseph Ray Smith II▶	Lane Park, MI▶	Finished
Justin Cannon▶	Nevada City, CA▶	Finished
Chad & Rob Myers▶	Fort Wayne, IN▶	Finished

■CAPTAIN SKYHAWK

Kevin Dudley▶	Whittier, CA▶	Finished

■CRYSTALIS

Iannick Bourdon & Yves Roy▶	St-Remi, PQ CANADA▶	Finished
Robert Tate▶	Barstow, CA▶	Finished
Ryan Pures▶	Lake Hiawatha, NJ▶	Finished
Eric Abrams▶	Franklin, MI▶	Finished
Kenneth Wenberg▶	Union, NJ▶	Finished
Tim Abad▶	Van Nuys, CA▶	Finished
Brian Laughlin▶	Racine, WI▶	Finished
Paula Rutledge▶	Ada, OK▶	Finished
Robb Edinburg▶	Chestnut Hill, MD▶	Finished
Jason P. Scott▶	Cape Coral, FL▶	Finished
Shane King▶	Lillian, AK▶	Finished
Mahlon & Carole Peterson▶	Troutdale, OR▶	Finished
Jill Morrow▶	Brea, CA▶	Finished
Tim Helvey▶	Riverside, CA▶	Finished

■FINAL FANTASY

Tim Bowers▶	Kent, WA▶	Finished
Kurt Carlson & Nathan Stollfus▶	Boise, ID▶	Finished
Francisco Padilla, Jr.▶	Garden Homes, IL▶	Finished
Alexander Chupo▶	San Leandro, CA▶	Finished
David Minter▶	Owensboro, KY▶	Finished
Grover Herring▶	Bennettsville. SC▶	Finished
Wilson & William Kwok▶	Laguna Niguel, CA▶	Finished
Terry, Mark & Molly Methenitis▶	Dallas, TX▶	Finished
John Henry▶	Spokane, WA▶	Finished
Erik & David Johnston▶	Englewood, CO▶	Finished
Marty Drury▶	Milltown, IN▶	Finished
Dominic Przano▶	Pflugerville, TX▶	Finished
Don Schiff▶	Omaha, NE▶	Finished
Harry Waters▶	Glenside, PA▶	Finished
John Booth▶	Hot Springs, AR▶	Finished

■THE MAFAT CONSPIRACY

Tim Lange▶	Forked River, NJ▶	Finished

■NINJA GAIDEN II

Nathan Olson▶	Prairie Village, KS▶	Finished
James Webster▶	Porterville, CA▶	Finished
Scott Selk▶	Larrabee, IA▶	Finished
Brad Woodman▶	Magna, UT▶	Finished
Ben Stoddard▶	Cross City, FL▶	Finished
Jeremy May▶	Etna Green, IN▶	Finished
Luis Chavez▶	Bastrop, TX▶	Finished
Trent White▶	Stow, OH▶	Finished
Luke Martorelli▶	Palm Bay, FL▶	Finished

■PINBOT

Melissa Siegel▶	Forest Hills, NY▶	90,005,140
Ben Stewart▶	Sepulveda, CA▶	24,200,800
Allen Brown▶	Martinsburg, WV▶	23,747,340
John F. Scott▶	Dixon, MO▶	20,912,030
Dean Keith▶	Stephenville, TX▶	18,600,830
Gary Walker▶	Lake Stevens, MA▶	17,840,490
George Webb▶	Parsippany, NJ▶	16,416,030
Raymond Clyde Miller▶	Girardville, PA▶	16,379,000
Nathan Dupuis▶	Milan, MI▶	14,412,490
Mario Persico▶	Downey, CA▶	13,234,690
Andrew Wright▶	Neshanic Station, NJ▶	12,525,330

■RESCUE RANGERS

Aaron Spencer▶	Olympia, WA▶	Finished
Michael Feiring▶	White Bear Lake, MN▶	Finished
Ed Williams▶	Ocean Bluff, MA▶	Finished
Eric Chapman & Mike Boyd▶	Belleville, IL▶	Finished
Eric Werner▶	Columbia, SC▶	Finished
Travis Livingston▶	Hudson, NC▶	Finished
Chris Dick▶	Orlando, FL▶	Finished
Mark Mowrey▶	Urbana, OH▶	Finished
Ben Parker▶	Victoria, BC CANADA▶	Finished
Nick Brueggemann▶	St. Charles, MO▶	Finished
Steve & Mike Fornal▶	Alpharetta, GA▶	Finished

REVENGE OF THE GATOR--GAME BOY

Matt Kovalick ▶	Fairfax, VA ▶	1,122,050
Adam Stephens ▶	Greenup, KY ▶	884,910
Mike Kensicki ▶	Warren, MI ▶	879,790
Michael Frugone ▶	Brooklyn, NY ▶	713,990

ROCK 'N BALL

Millie Hammel ▶	Tamarac, FL ▶	37,411,090
Jeremie Olson ▶	Lyndon, KS ▶	6,630,810
Keith Trice ▶	Hewitt, TX ▶	6,246,720

ROLLERBALL

Quinten Martin ▶	Kansas City, MO ▶	24,496,900
Dalen Eckert ▶	Auburn, IN ▶	7,258,660

SNAKE'S REVENGE

Sergio Strugar ▶	Bronx, NY ▶	Finished
Jamie Carey ▶	Apalachin, NY ▶	Finished
Mark Erickson ▶	Apalachin, NY ▶	Finished
David Miller ▶	Whittier, CA ▶	Finished
Gregory & Lance Milken ▶	Encino, CA ▶	Finished
Jack King ▶	Lillian, AL ▶	Finished
Ron Clark ▶	Wayside, NJ ▶	Finished
Taylor and Philip Mackert ▶	Colorado City, AZ ▶	Finished
Brian Schemenaur ▶	Indianapolis, IN ▶	Finished

SOLSTICE

Steve Pierce ▶	Oceanport, NJ ▶	Finished
Ashley Tricklin ▶	Aberdeen, MD ▶	Finished

STEALTH ATF

Gary Chenier ▶	Portland, OR ▶	1,904,600
Dan Latson ▶	South Bend, IN ▶	1,365,100
Nicholas Marsik ▶	Cleveland, OH ▶	1,233,400
Mike and Rick Almeida ▶	Pawtucket, RI ▶	1,100,800
Mike Cheek ▶	Silverdale, WA ▶	982,800
Virgil Merkel ▶	Mandan, ND ▶	755,700
Huynh Khanh-An ▶	Montreal, PQ CANADA ▶	755,700

TETRIS

Edwin Alegre ▶	Fremont, CA ▶	510,607
David Mitchell ▶	Muncie, IN ▶	480,100
Jason Lee ▶	Sacramento, CA ▶	471,972
Rob Henry ▶	Chesterfield, MO ▶	466,939
Jim Burns ▶	Altus, OK ▶	461,960
Jeff Bender ▶	Plano, TX ▶	456,367
Joseph Tivadar ▶	Stratford, CT ▶	448,867
Steven Pudar ▶	Chicago, IL ▶	444,780
Michael Ferranti ▶	Wilbraham, MA ▶	440,710
Xiaoqin Xu ▶	College Park, MD ▶	437,798
Jon Hobson ▶	Grapeland, TX ▶	427,800
Shyanne Guerrero ▶	Pukalani, HI ▶	425,459
Matt Gomes ▶	South Lake Tahoe, CA ▶	423,283
Jenia Jessee ▶	Rainier, OR ▶	421.604

TETRIS--GAME BOY

Scott Mason ▶	Portland, OR ▶	283,032
David Barth ▶	Cedar Falls, IA ▶	261,906
Lianne Sasaki ▶	Costa Mesa, CA ▶	233,780
Hakop Hakoopian ▶	Huntington, NY ▶	214,548
Chris Koonooka ▶	Gambell, AK ▶	211,461
Mike Oliger ▶	Clinton, OH ▶	156,670
Brian Nast ▶	Islip Terrace, NY ▶	152,514
Gavin Williams ▶	Menlo Park, CA ▶	152,172
Beth Payne ▶	Lakeside, CA ▶	144,675

TOMBS & TREASURE

Brian Palasek & Jeff Strunk ▶	Billerica, MA ▶	Finished
Daniel Alvarez & Matt Reynier ▶	Wyoming, MI ▶	Finished
Greg Mounts & Tommy Womack ▶	Grayson, KY ▶	Finished
Lewis Eplin ▶	Ashford, WV ▶	Finished
Pam Powers ▶	Pleasant Hill, CA ▶	Finished
Joseph Iacolino ▶	Enfield, CT ▶	Finished
Tom Springer ▶	Henderson, KY ▶	Finished

WALL STREET KID

Matt Halburnt & Jason Melchior ▶	Fort Bragg, NC ▶	Finished
Andrew Clines ▶	Hampden, MA ▶	Finished

CAPTURE YOUR ACHIEVEMENTS

Do you ever wonder how you stack up against other NES players on your favorite games? You can check it out right here in every issue. We'll print all the outstanding scores we receive from our readers. Would you like to see your score in the next issue?

First, we need evidence of your great achievement, so be sure to capture it on film. For best results, use a 35 millimeter camera, turn off all of the lights in the room (make it nice and dark), and don't use a flash. Take a couple of shots, and send us the best one.

Some days do you just know you are going to be hot? Well, when you get that "ain't no stopping me" feeling, follow the Boy Scout motto and "Be Prepared." Get out the camera and make sure there's film in it, so you don't miss a golden opportunity to document your potentially record breaking accomplishment.

We want to hear from as many of you as possible. So, warm up your thumbs, crack your knuckles, rub the sleep out of your eyeballs and get ready to score! Mail your photo, along with a note listing the game, your score, your name and address, to:

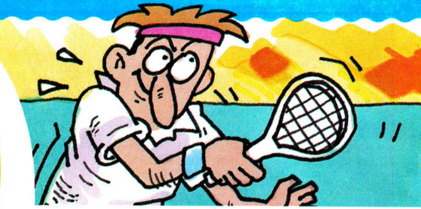
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
REDMOND, WA
98073-9733

TAKE YOUR BEST GAME BOY SHOT!!

- Place the camera on something steady; a table is ideal.
- Securely prop up your Game Boy at camera height.
- Adjust the camera or your Game Boy until there is no reflection on the screen.
- Don't use a flash.
- Keep the shutter open for about 2 seconds.
- Take several shots, and send us your best one.

Good Luck, and we hope to hear from you soon!

NINTENDO POWER



Volume 20

TOP·30

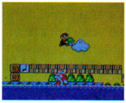
Super Mario Bros. 3 still controls the number one slot, but Final Fantasy is gaining as more and more players discover its mystery and challenge. And talk about gaining, Crystalis makes a very impressive move. Rated high by pros and players alike, it shot from 11th to 3rd in this month's Top 30.

Use this color-coded key to check on your favorite games.

🟪 Titles new to the Top 30. They're the ones to watch!

🟦 Games that are moving big. They've jumped several places in the poll.

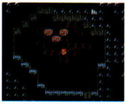
🟩 Favorites that have long-lasting appeal. They continue to place each month.



1
10,556
POINTS

SUPER MARIO BROS.3

Listed for the fourth time, SMB 3 continues to fascinate players of all ages. It must be the Mario magic!



2
8,250
POINTS

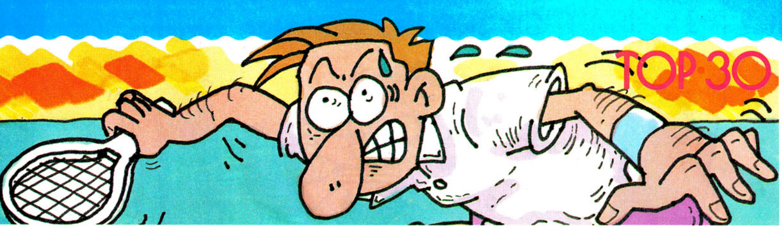
FINAL FANTASY

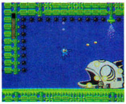
It has caught on like wildfire with players and is bound to become even hotter. Parties everywhere are preparing to seek the crystal orbs!

3
5,433
POINTS

CRYSTALIS

It doesn't take a crystal ball to see this game's future. First a hit with the pros, it has caught on big with players too.

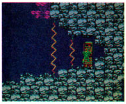




4
3,743
POINTS

MEGA MAN II

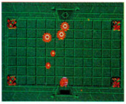
Watch out, Wily! Mega Man has lots of support from loyal fans. He's holding his own among the top-rated games.



5
3,346
POINTS

TEENAGE MUTANT NINJA TURTLES

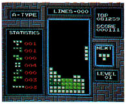
These madcap mutants hold on to fifth place this month, a very respectable showing for four teens from the sewer.



6
2,787
POINTS

THE LEGEND OF ZELDA

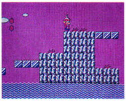
Players continue to find Link valiant and Ganon vile. Whether it is their first trips through Hyrule or fiftieth, it's still exciting.



7
2,690
POINTS

TETRIS

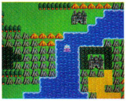
Tetris is holding steady at number seven—and holding players enrapt!



8
2,647
POINTS

SUPER MARIO BROS.2

After 12 appearances in the Top 30, SMB 2 still pulls in the votes.



9
2,582
POINTS

DRAGON WARRIOR II

An eagerly awaited sequel, it features many new characters related to those in Dragon Warrior.

HILL VALLEY

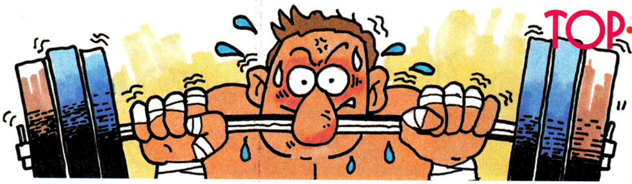
10
2,210
POINTS

BACK TO THE FUTURE

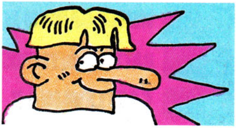
According to the poll, lots of players fire up the DeLorean and McFly to the fifties with Marty.

11	2,186 POINTS	BLASTER MASTER
12	2,104 POINTS	NINJA GAIDEN II
13	2,060 POINTS	BATTLE OF OLYMPUS
14	1,708 POINTS	CASTLEVANIA II
15	1,687 POINTS	BATMAN
16	1,583 POINTS	NES PLAY ACTION FOOTBALL
17	1,471 POINTS	ZELDA II—THE ADVENTURE OF LINK
18	1,454 POINTS	TECMO BOWL
19	1,399 POINTS	FESTER'S QUEST
20	1,354 POINTS	SUPER C
21	1,342 POINTS	CASTLEVANIA III
22	1,341 POINTS	DESTINY OF AN EMPEROR
23	1,250 POINTS	THE ADVENTURES OF LOLO II
24	1,203 POINTS	OPERATION WOLF
25	1,194 POINTS	SHOOTING RANGE
26	1,180 POINTS	DOUBLE DRAGON II
27	1,126 POINTS	KNIGHTRIDER
28	1,059 POINTS	SWORDS AND SERPENTS
29	1,039 POINTS	SOLAR JETMAN
30	1,038 POINTS	WIZARDRY

TOP·30



Players' Picks

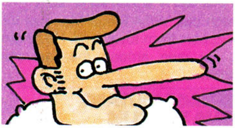


	GAME	PTS
1	Final Fantasy	3,339
2	Ninja Gaiden II	2,104
3	Super Mario Bros. 3	2,070
4	Mega Man II	2,069
5	Teenage Mutant Ninja Turtles	1,943
6	The Legend of Zelda	1,577
7	Zelda II-The Adventure of Link	1,471
8	Super Mario Bros. 2	1,433
9	Super C	1,354
10	Castlevania III	1,342
11	Dragon Warrior II	1,291
12	Tetris	1,181
13	Double Dragon II	1,180
14	Batman	1,102
15	Ninja Gaiden	998
16	Disney's Duck Tales	982
17	Castlevania II	968
18	Shingen the Ruler	856
19	Battle of Olympus	759
20	Baseball Stars	758
21	Crystalis	753
22	Advanced Dungeons and Dragons	728
23	Tecmo Bowl	678
24	Maniac Mansion	629
25	Faxanadu	614
26	Punch-Out!!	581
27	Narc	569
28	Super Off Road	562
29	Contra	561
30	Bionic Commando	529

NEW ADVENTURES JOIN LONG-TIME FAVORITES

Final Fantasy, Ninja Gaiden II hit it big with players, but SMB 3 and TMNT are still running strong.

Pros' Picks

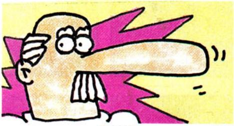


	GAME	PTS
1	Crystalis	4,680
2	Final Fantasy	4,134
3	Super Mario Bros. 3	1,704
4	Mega Man II	1,674
5	NES Play Action Football	1,583
6	Destiny of an Emperor	1,341
7	Battle of Olympus	1,301
8	Dragon Warrior II	1,291
9	Adventures of Lolo II	1,250
10	Castlevania III	1,230
11	The Legend of Zelda	1,210
12	Swords and Serpents	1,059
13	Solar Jetman	1,039
14	Wizardry	1,038
15	Metroid	1,028
16	Nobunaga's Ambition	948
17	Little Nemo the Dream Master	928
18	Shadowgate	837
19	Dr. Mario	776
20	Solstice	665
21	Ultima	655
22	Batman	585
23	Mega Man	575
24	Kickle Cubicle	544
25	Dungeon Magic	534
26	Blaster Master	504
27	Magic of Scheherazade	484
28	Street Fighter 2010	474
29	Genghis Khan	465
30	Snake's Revenge	464

PROS PICK RPGs, ACTION AND ADVENTURE

Role playing games dominate the pros' list; 4-player action jumps into the picture with NES Play Action Football. Will they pause for the Super Bowl?

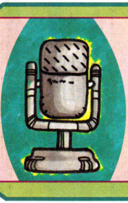
Dealers' Picks



	GAME	PTS
1	Super Mario Bros. 3	6,782
2	Back to the Future	2,210
3	Blaster Master	1,682
4	Tetris	1,509
5	Teenage Mutant Ninja Turtles	1,403
6	Fester's Quest	1,399
7	Super Mario Bros. 2	1,214
8	Operation Wolf	1,203
9	Shooting Range	1,194
10	KnightRider	1,126
11	Dick Tracy	996
12	Super Dodgeball	981
13	Rescue Rangers	976
14	Kung Fu Heroes	913
15	Sky Shark	815
16	Castlevania	813
17	Final Fantasy	777
18	Tecmo Bowl	776
19	Castlevania II	740
20	Destination Earthstar	739
21	Q*Bert	737
22	Willow	734
23	Bases Loaded II	733
24	Skate or Die	708
25	Galaga	683
26	POW	658
27	Silk Worm	645
28	Dig Dug 2	628
29	Castlequest	621
30	NFL Football	605

DEALERS SAY MARIO AND LUIGI RULE!

SMB 3 still tops the dealers' list; SMB 2 ranks in their top ten. They know what players want!



CELEBRITY PROFILE

NEW KIDS ON THE BLOCK

What do Danny, Donnie, Jordan, Jon, Joey and Howard have in common? Their love of the NES and Game Boy, of course. That's what they discovered when Nintendo Power got together to "talk Nintendo" with the New Kids on the Block backstage before their Seattle performance.

With his own hectic travel schedule, Howard could really relate to their stories about how much they enjoyed playing on the road. "Game Boy really saved us in Europe," commented Danny Wood. With all the time they have on their hands while travelling, one of their favorite activities is playing Nintendo Games. They actually have TVs and NES Systems on their tour buses, complete with satellite dishes. When determining who rides where, video game skills are often the deciding factor. Joey, Danny, and Donnie are reportedly the biggest Nintendo fans, while Jordan and Jon watch a lot of videos.

Their gaming preferences lean towards sports titles like Tecmo Bowl and Nintendo Ice Hockey. They've played Super Spike V'Ball and were psyched about trying it out with the NES Satellite we brought them, along with some other new titles like Mega Man III, Final Fantasy, and Dr. Mario.

When probed about their own game, now under development by Parker Bros., they were pretty excited.

> *"They don't do anything unless we okay it."*
>
> *..... Donnie Wahlburg and Danny Wood*

The plot challenges you to travel around the world to prove that you're the world's biggest fan, and, ultimately, to win a chance to perform onstage with the New Kids themselves. The 6-level game is being developed by Absolute (Simpson's, A Boy and His Blob), and should carry some of their trademark feel. For example, your "weapons" for fending off a gang of "New Kids haters" come in the form of cassette tapes which play pieces of the group's songs. When you play the "Hangin' Tough" tape, you'll have a more powerful impact on the action than you will with a ballad, which might slow the on-screen action. Clues to finding the New Kids come in the form of items their fans will recognize. Donnie rides a motorcycle in one stage, while Jonathan's dog helps out in another. Have they actually been consulted about the product? "They don't do anything unless we okay it," was the immediate response from both Danny and Donnie. They're serious about making sure the game meets their own playing standards.

Donnie Wahlburg, a confirmed Nintendo maniac, really appreciated the chance to get some tips from the Game Master in person. His biggest frustration was that he kept getting stuck on Lode Runner, and Howard promised to send him a map to work it through. "We got to get together and talk Nintendo sometime," said Donnie as he was pulled away to get ready for the show.

Who knows what else he and Howard might have in common?

Howard gives Jordan and Donnie some Dr. Mario advice.

Donnie and Danny "Talk Nintendo" with the Game Master.

PAK WATCH

NINTENDO
POWER

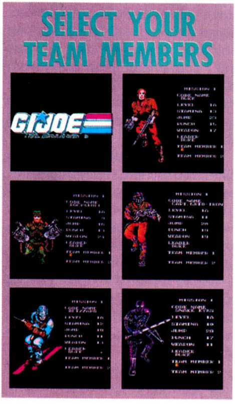
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

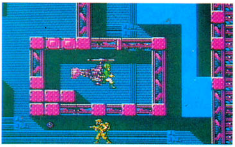
In this issue's Pak Watch, we're focusing on some games that we mentioned before, but that are now nearing completion. Great graphics and fun themes abound! By the time you read this, we'll have seen tons of new stuff at the Winter CES. As usual, we'll have a full report soon.

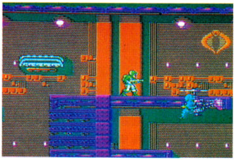
Just Around The Corner

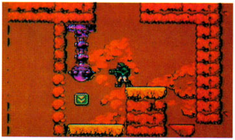
G.I. JOE

Get set for the final battle with the world's greatest menace—Cobra! Those "Real American Heroes," the G.I. Joes, are coming to the NES from Taxan. In this multi-mission action Game Pak, you are chosen by the leader of the Joes to head a hand-picked three man strike force. Select your squad of Joes from a pool of elite soldiers: Duke, Blizzard, Snake Eyes, Captain Grid-Iron or Rock & Roll. Each member of the Joe team has his own weapons and special abilities, so pick your squad members carefully! You and your men will journey through jungles crawling with Cobra's goons, use your demolition skills to destroy an underground Cobra hideout, and more! Game play is displayed with a side view scroll, with vertical and horizontal movement in some missions. You don't have to be a G.I. Joe fan to play the video game.







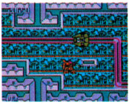


G.I. Joe has more than just graphic similarities to another Taxan action title, Low-G-Man, as the Joes can capture enemy vehicles and use them. "Yo, Joe!!"

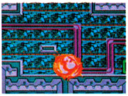
METAL STORM

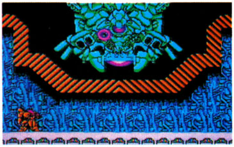
The forecast calls for action with Metal Storm. In this side-scrolling action shoot-em-up game from Irem, you take control of a powerful "M-308 Gunner" robot as it blasts its way through an enemy base in deep space. Get ready for some wild action!

KILLER CHALLENGE



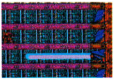
You'll need all the help you can get to make it through this game—a single hit from an enemy can destroy you if you're not careful. The challenge level perplexed even the best Power Players among our Pak Watchers. A password feature lets you continue where you left off.

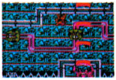




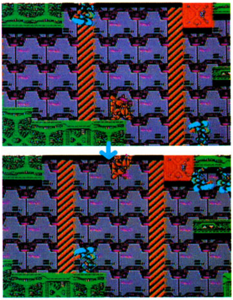
SUPER GRAPHICS

Graphically, Metal Storm uses some tricky programming to create interesting images. The double level background scrolling gives the game a three dimensional look, and the character animation is hot. The stage leaders are big and reminded us of the enemies in R-Type. This one might take the NES world by storm.



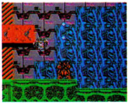


REVERSE GRAVITY

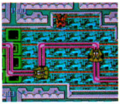


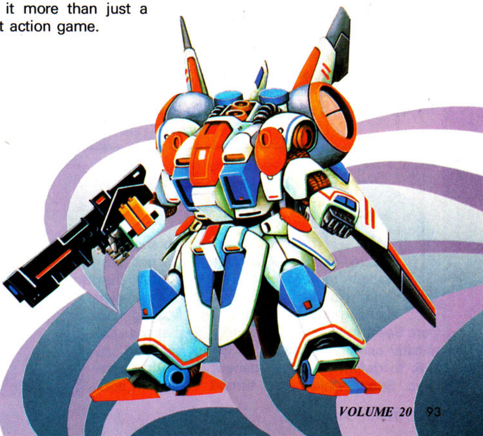
Included in the M-308's arsenal is the ability to reverse gravity and travel along the ceiling of the space ship, which adds some fun, new, game play possibilities. This puzzle aspect of Metal Storm makes it more than just a straight action game.

AWESOME ARSENAL



Like other NES action heroes, the robot protagonist of Metal Storm will come upon special weapons as he fights. Armed with such powerful destructive devices as the bullet deflecting Shield Force, the Laser Gun Power Beam and the Metamorphisising Gravity Fireball, you'll be ready for any attack.

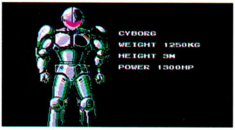




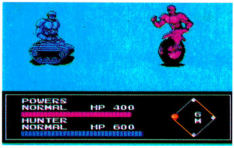
Just Around The Corner

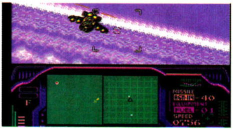
FROM KONAMI/ULTRA

Coming from Ultra is the rock 'em sock 'em robot baseball game Base Wars. Although it's played on a diamond with the tools of a baseball game, some of the rules have been changed in its futuristic setting. If the play at a base isn't a force out, the robot runner and baseman 'borg battle it out for possession of the bag. Even your superhuman diamond 'droids can only take a certain amount of punishment before they hit the junk pile, but you can fix up your players between games. If you enjoyed the arcade smash Cyberball, you should enjoy Base Wars.



Other projects in the works from Konami/Ultra include Helicopter, a simulator designed especially for use with the Laser Scope Voice Command Stereo Headset. This flying game will also be compatible with a standard controller. Bill Elliott's NASCAR Challenge is also nearing completion, as is a NES version of the personal computer classic, Pirates!

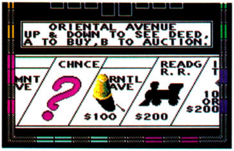




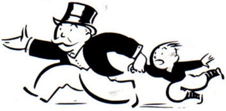
MONOPOLY

Everyone loves the classic board game, Monopoly. Over 100 million Monopoly sets have been sold since the game was invented in 1935. Now Monopoly is coming to your NES from Parker Bros. NES Monopoly offers many advantages over the board game. Now, you don't have to worry about counting the money, keeping track of deeds, or watching to make sure renters who land on your property pay up. The game goes a lot quicker! No more secretly hoarding cash—everything is up front.

The computer instantly calculates all transactions, making mortgages and income taxes a breeze. No "House Rules" are allowed, either. Best of all, up to eight can play, with any number of computer players, so you'll never be short of real estate trading partners!



ORIENTAL AVENUE
UP & DOWN TO SEE DEED,
A TO BUY, B TO AUCTION.

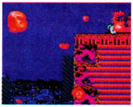


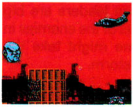
©1936 Parker Brothers

Just Around The Corner

ZOMBIE NATION

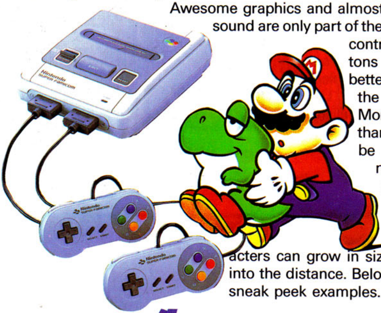
If you want bizarre, check out Zombie Nation from Meldac. This weird wonder, which was showing at the last CES as Darc Seed, follows the action as a ghostly samurai journeys to the U.S. to defeat the alien menace Darc Seed, which has turned America into a nation of zombies. It's not just the plot that's weird though; the samurai is portrayed as a giant floating head that spits fireballs at attacking zombies. In addition to zombie controlled tanks and airplanes, the Samurai must fight an animated Statue Of Liberty. Talk about keen!



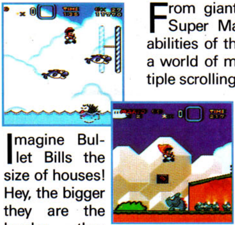


SUPER FAMICOM® SHOWCASE

Last August, Tokyo sizzled with the unveiling of the Super Famicom from Nintendo. The excitement was about the future of the 16 bit system and the fantastic games that programmers will be able to create for it. Awesome graphics and almost-live digital sound are only part of the story. Extra controller buttons give you a better handle on the action. More enemies than ever can be programmed into the games for greater challenge. And characters can grow in size or shrink into the distance. Below are three sneak peek examples.

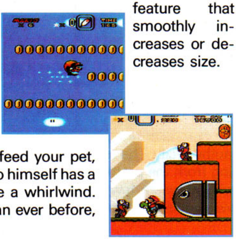


SUPER MARIO BROS. 4
SUPER MARIO WORLD™

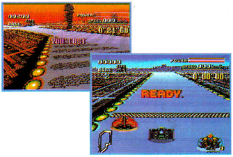


From giant characters to an almost 3-D look, Super Mario World showcases the dramatic abilities of the Super Famicom. To place Mario in a world of many depths, programmers used multiple scrolling backgrounds. Up to four independent backgrounds can be scrolled, with moving objects (like Mario) appearing either in front of or behind the scenes. Characters can also be manipulated using a multiplication feature that smoothly increases or decreases size.

Imagine Bullet Bills the size of houses! Hey, the bigger they are the harder they fall, right? Everything about Super Mario World is bigger and better. Messages, mushrooms and a friendly dragon pop out of blocks along the way. How about riding the dragon? You bet, and you'll want to feed your pet, too. Just don't let him run away! Mario himself has a new jump that spins him around like a whirlwind. There are more surprises and fun than ever before, and that says a lot.



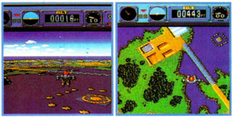
F-ZERO™



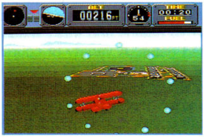
The excitement of driving in F-Zero is partly due to speed, partly to great graphics and sound and partly the thrill of the race itself. From aerial refueling to spectacular crash and burn explosions, every second is a blast.

Pilotwings™

Whoever said falling off a log was easy never did it from 2500 feet! But in Pilotwings it can be fun. Learn to survive parachutes, gliders, biplanes, jetpacks and other thrills.



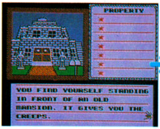
The graphics are truly spectacular. On some flights you can scroll 360 degrees around the horizon, then change the perspective from straight ahead to a dizzying straight down view.



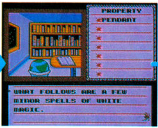
Just Around The Corner

UNINVITED

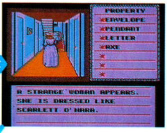
Hot on the heels of Deja Vu comes Uninvited, another game from Kemco-Seika with Shadowgate style game play. As in Déjà Vu, you start the game regaining consciousness in a weird situation—this time your car has crashed outside of a foreboding mansion and your sister is missing! Of course, you have no choice but to enter the creepy chateau to search for her . . . This Game Pak is full of magic, menace and mystery and is not for the squeamish (but it's all in good fun). After Uninvited, Kemco-Seika plans to release an NES version of one of Interplay's P.C. fantasy games, Dragon Wars. Meanwhile, make plans to check out the Uninvited—it's ghoulishly fun!



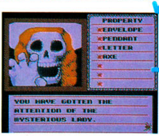
YOU FIND YOURSELF STANDING IN FRONT OF AN OLD MANSION. IT GIVES YOU THE CREEPS.



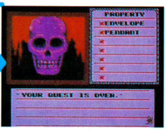
WHAT FOLLOWS ARE A FEW MINOR SPELLS OF WHITE MAGIC.



A STRANGE WOMAN APPEARS. SHE IS DRESSED LIKE SCARLETT O'HARA.



YOU HAVE GOTTEN THE ATTENTION OF THE MYSTERIOUS LADY.



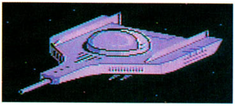
"YOUR QUEST IS OVER."

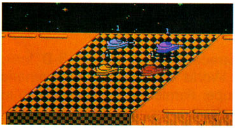
They should have posted
NO TRESPASSING!

Just Around The Corner

GALAXY 5000

Futuristic racing in space is the subject of this driving game from Activision. Galaxy 5000 features two-player simultaneous play and the ability to buy more advanced racing machines with the credits you earn for winning. The graphics are clean and solid and the combat aspect of the game (which should appeal to Auto Duel fans) lets you release some of the frustration you may have if you've ever sat in traffic.

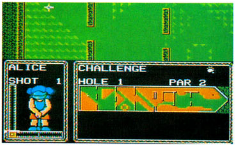


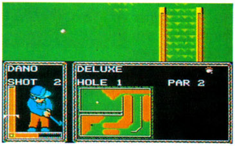


Just Around The Corner

MINI-PUTT

Miniature golf has so far been overlooked as a subject for an NES game, but no longer, thanks to JVC. Mini-Putt features tons of kooky courses full of crazy slopes, narrow greens and tricky mechanized gates. A variety of courses and skill levels will let players of any ability get into the game. Other variables that affect play, like the weather, are also included to add authenticity. The only things missing from the prototype version we played was a few pink elephants, windmills and giant tea cups.





They should have also given you the option to use a pool cue on some holes because you'll have to master the bank-putt to score under par.

GOSSIP GALORE

Our Pak Watch news hounds have scoured the press releases for the hottest gossip and news items for your consumption. Eat up!

CAPCOM CONTINUES TO DESIGN FOR DISNEY

Capcom plans to continue its success with NES games based on Disney characters and recently signed an agreement to do four more titles for the NES and Game Boy (see the Game Boy section for more info on these titles). The next NES release will be TaleSpin, which is based on a new Disney cartoon that airs on the "Disney Afternoon" program.

WHO ARE THE BATTLE TOADS?

What kind of game would have all the good guys croak? Battle Toads, from Tradewest. But who are the Battle Toads? Rumor has it that they are starring in Tradewest's action packed answer to the Teenage Mutant Ninja Turtles. It's being programmed by Rare.

TRADEWEST T.V.

In other Tradewest news, Dan O'Bannon, who was scriptwriter on "Alien" and "Total Recall," will work on the pilot for a live-action program based on the game "Double Dragon." Stay tuned for more info.

AMERICAN SAMMY LIGHTS THE MAGIC CANDLE

American Sammy will be publishing "The Magic Candle" for the Nintendo Entertainment System. Sammy was quite excited to obtain the rights to this hot P.C. role playing game.

WHERE IS DARKMAN?

Ocean plans to make a NES game based on last summer's sci-fi movie Darkman. We'll shed some light on the subject soon.

BO KNOWS NINTENDO

Data East knows Bo Jackson and is planning to create a baseball game starring the well-nigh omnipotent sportsman. At press time it was undetermined if any of the other sports Bo knows will be included.

COMPANIES ON THE MOVE...

Taito will be moving its North American marketing and product development departments to 390 Holbrook Dr., Wheeling, IL, 60090-5812. Taito's new phone number is 1-708-520-9280. We'll keep you posted on future developments.

PAK WATCH

NES PLANNER

COMING SOON

A.D. & D.: Heroes Of The Lance
Arch Rivals
Bandit Kings Of Ancient China
Beetlejuice
California Raisins
Double Dragon 3
Drac's Night Out
Dragon Fighter
Faria
Flight Of The Intruder
G.I. Joe
Galaxy 5000
Hunt For Red October
Indiana Jones And The Last Crusade
Isolated Warrior
Kabuki Quantum Fighter
Krion Conquest
Last Ninja
Magician
Metal Mech
Metal Storm
North & South
Princess Tomato In The Salad Kingdom
Qix
Shadow Of The Ninja
Ski Or Die
The Punisher
The Simpsons
The Untouchables
Ultima Quest Of The Avatar
WWF Wrestlemania Challenge

COMING LATER

Adventures Of Robin Hood
Base Wars
Battle Toads
Bill & Ted's Excellent Video Adventure
Bill Elliott's Super NASCAR Challenge
Bo Jackson Baseball
Darkman
Earth Bound
Euro Cup Soccer
Hatris
Helicopter
Magic Candle
Mini-Putt
Monopoly
New Kids On The Block
SimCity
TaleSpin
The Flintstones
The Jetsons
Uninvited
Wayne Gretzky's Hockey

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Nintendo Power's most recent eight issues are available individually. Add them to your collection! They contain these exciting reviews:

July/August '89: Mega Man II, Dragon Warrior, Faxanadu, Strider.
September/October '89: Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
November/December '89: Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
January/February '90: Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
March/April '90: Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy and his Blob, Astyanax.
May/June '90: Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.
July/August '90: Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16: Final Fantasy, Maniac Mansion, Roller Games, NES Play-Action Football, Snake Rattle N Roll, Kickle Cubicle, Mission: Impossible.
Volume 18: Castlevania III, Little Nemo The Dream Master, Dr. Mario, Solar Jetman.

NINTENDO POWER
SUPER C
NINTENDO POWER
BATMAN
NINTENDO POWER
SUPER MARIO BROS. 3
NINTENDO POWER
DUCK TALES

To order your back issues, use the form at the front of this issue.

A CLASSIC OFFER

For a limited time we're offering our first six issues as a set. They're classics! You'll find . . .
—In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
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—Secret strategies in Classified Information
This offer is too good to miss! It's available only while supplies last, so use the form at the front of this issue to order now!

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Ninja Gaiden II, Volume 15
Final Fantasy, Volume 17
4-Player Extra, Volume 19

Books Available:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

CAPTAIN NINTENDO

Because of the continuing success of Nintendo Power and the extended hours of the Nintendo Game Play Counselor Service, we have decided that the Captain Nintendo Adventure Line is no longer needed to provide players with tips and game release information. Thanks to Bob Zenk and Susan Ronn for providing the voices of Captain Nintendo and Xan, and to Gordon Glascock, Kathie Hopkins and the folks at Telemation for an always excellent job of production.

PHONE DIRECTORY

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Consumer Service 1-800-255-3700

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Game Play Counseling: 1-206-885-7529

For help with game play, call between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.

Captain Nintendo: 1-900-420-6100

Call 24 hours a day, 7 days a week.

SERVICE IS ON THE MOVE

We're adding new locations to make it more convenient for you to take your NES components in for repair or to purchase replacements for them. Now you'll find World Class Service in Texas, California, Missouri and Illinois at selected Montgomery Ward and Doctronics locations, in New York City and Northern New Jersey at selected Savemart stores, and in Los Angeles at Chung's Appliance. Of course, many Captron and G&G Worlds of Nintendo continue to offer quality service.
We're also adding a network of authorized service providers! They're located in major metropolitan areas in 37 states. For help locating one near you, call our toll-free consumer service hotline at 1-800-255-3700.

CLEANING KIT

This Month's Service Tips From The Pros: Keep your Game Boy in tip-top operating condition with the new Game Boy Cleaning Kit. Check it out at your local World of Nintendo retailer.

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BEWARE OF "BIG SCREEN" BURN

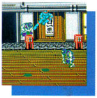
If you have a big screen projection television (PT) and use it to play Tetris, you run the risk of having game graphics show up during The Simpsons. In fact, *all* video games can damage your PT. Video games aren't the only culprits, though. Because of the way PTs are designed, *any* fixed or repetitive images—even test patterns—can imprint permanently. Regular televisions have not had problems with screen burn-in. We all like to see larger-than-life graphics, so it's tempting to play games on PTs, which are usually 31" or larger. It's not worth the risk, though, especially when you consider the high cost of PT repairs. So the final word is: DO NOT USE YOUR VIDEO GAMES WITH PROJECTION TELEVISIONS. We now print this warning in our NES instruction manuals, but it's the PT manufacturer's responsibility to instruct buyers in proper use. If you have any problems with or questions regarding your PT, please contact its manufacturer.

NEXT ISSUE

LOOK FOR REVIEWS ON THESE SUPER HOT TITLES IN FEBRUARY'S ISSUE

February's issue will feature some long-awaited NES titles. Your patience pays off—these games mean action and adventure!

TMNT II: THE ARCADE GAME



The tenacious turtles return in a two-player NES version to rescue April from the Foot Clan. Two all-new stages challenge arcade vets, and there's more fast-paced action than before.

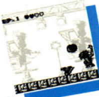
STARTROPICS

Finally, the adventure begins! Mike's out to explain the mysterious disappearance of Dr. Jones. Start by hunting down the pieces to the puzzle on a tropical island paradise. What better way to beat the mid-winter blahs?

GAME BOY

BARKLEY
BINGE

Basketball Roundup '91: Three new roundball games hit the courts during the height of the season. We'll show you the hot picks for the season. Hoop it up!



Gremlins II: The fiesty fur-balls are back. Expect the unexpected, though—this one is nothing like the NES version. Gizmo goes wild in Clamp Centre, and when Gremlins get loose, there may be mayhem.

RATING THE GAMES: A special look behind the scenes

Will it be FANtastic or will it fizzle? Next month, we'll show you how we arrive at the power meter ratings you see in every issue. See what the experts look for in great games!

Dear Readers,

Our new monthly format is really keeping us on our toes! You've probably noticed some other changes in format, too. The new, longer reviews, for example. Instead of giving you quick reviews on lots of different games, we're concentrating on more complete reviews of the really hot ones! And we'll be including technical articles, like this month's feature on Game Pak memory. I've gone to great lengths to keep on top of what's new. Of course, the latest—and greatest—is the Super Famicom. And Super Mario Bros. 4? What can I say—the graphics and sound are unbelievable! I toured developers in other countries, too, including Rare Ltd. and Ocean Soft in England. I know you're wondering if that much traveling is all work and no play. Well, mostly, but I did find time for some tourist action in London—and I was glad to see that Big Ben was right on time!

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